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The essential guide for all Atari computer users

Issue 2 June 1995

ATARI World

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High Flyer

GE-Soft's Eagle comes in to land

MagiC 3.0

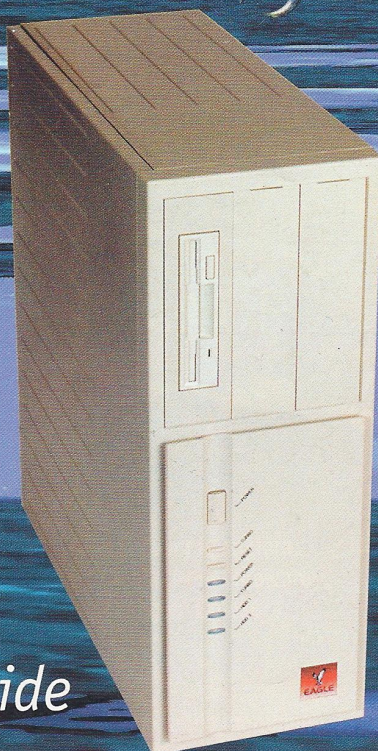
Exclusive preview

Substation

At last – Doom on the Atari STe!

Split Decision

STFM or STe? Find out the pros and cons – *inside*



Music Master

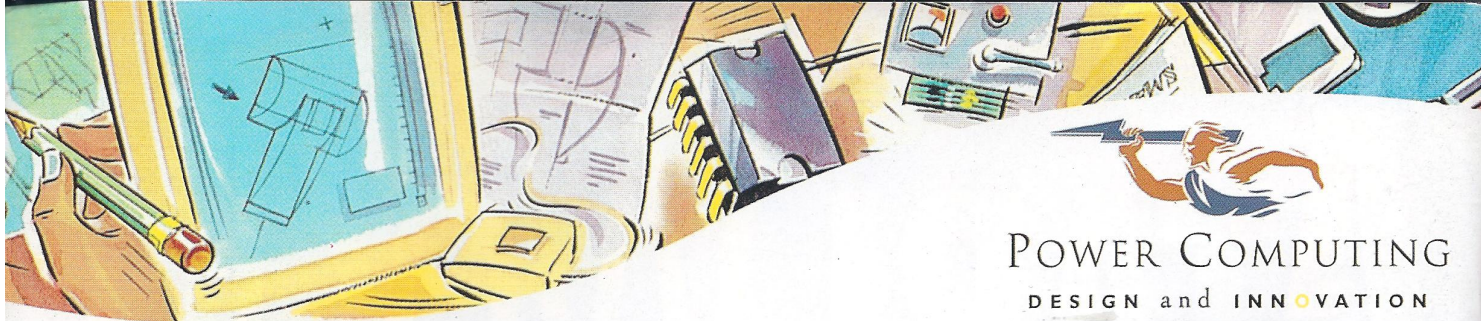
An insight into MIDI and the pro musician

Reviews

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InShape 2 • DeskJet 540 • AudioTracker • MagiC 3.0 preview
TUS hard drive • Substation preview • MagiCMac • Llamazap





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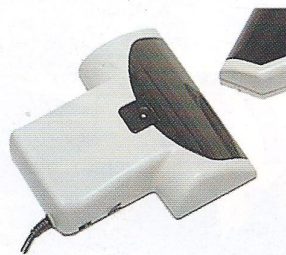
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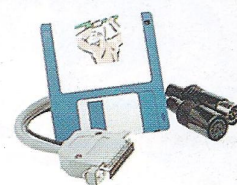
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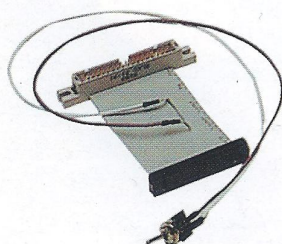
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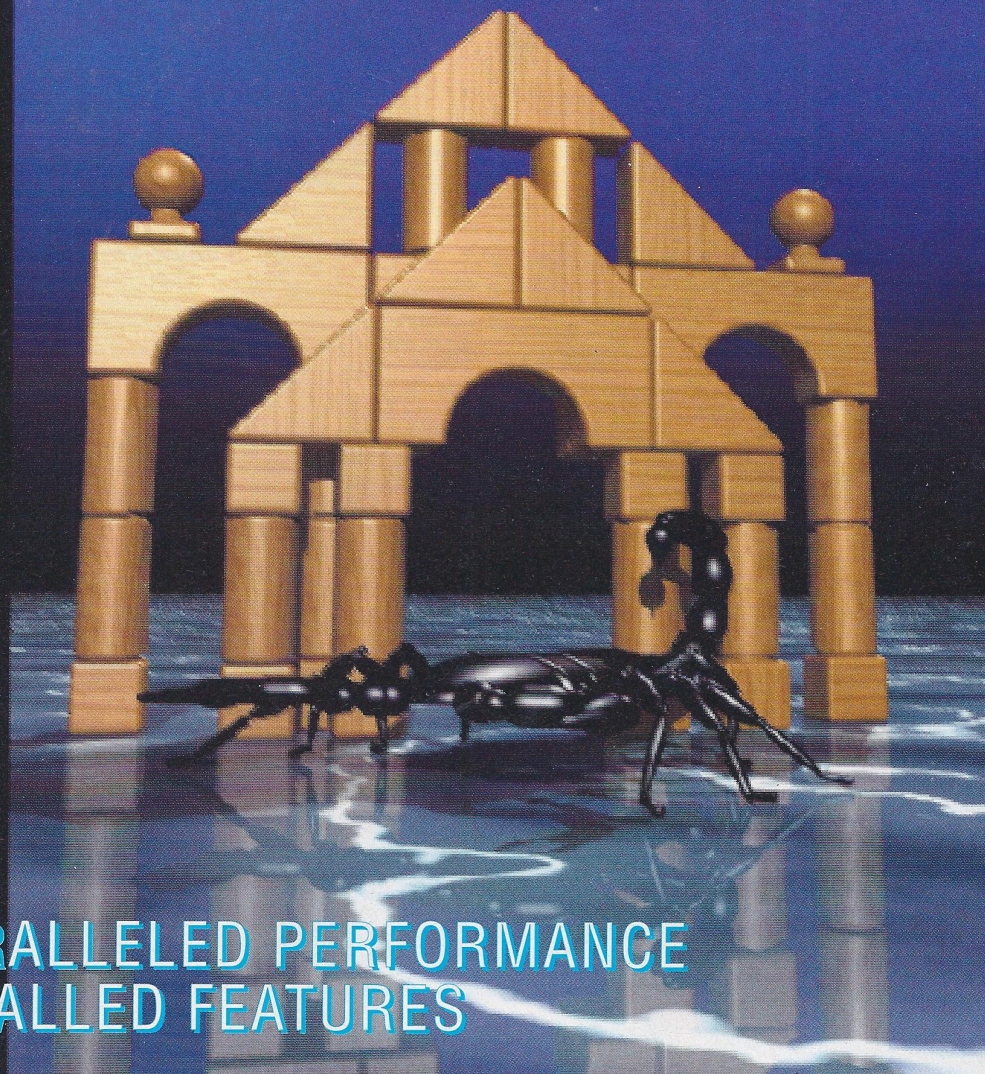
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**Get the Atari
World Reader
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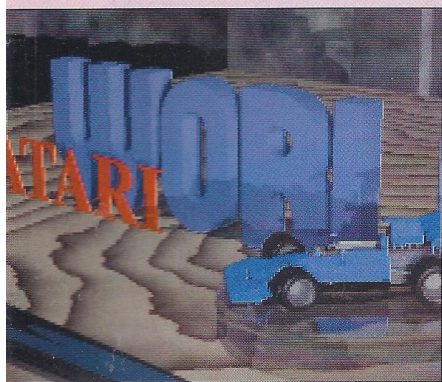
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If you fancy trampling on tanks and pounding buildings into rubble, then this is for you...



Reasons to be cheerful

This issue of *Atari World* shows that there are a

number of reasons for Atari enthusiasts to be optimistic about the future. First, there continue to be various well-supported shows around the world; Canada and France each played host to Atari-specific exhibitions in March and April. Second, Ataris are still the computer of choice for many professionals as our feature on musician Ian Boddy shows. While this is often in the domain of MIDI, such support maintains the profile of our machines. Third, manufacturers persist in pushing back the boundaries by releasing new machines, in the form of GE-Soft's Eagle, or substantial enhancements, such as the forthcoming 68040 boards from Wizztronics and GE-Soft.

Perhaps the best reason of all has been your response to *Atari World*. At the time of writing this editorial over 1,100 surveys had been returned, and there is every chance that the final count will rise to over 2,000. I can only thank all of you for taking the time to sit down and fill in the two-pager. It is doubtful whether any Atari-based survey in recent years has received a better response; the results will be truly indicative of today's Atari market and we shall react by listening to your comments and acting on them.

Thanks must also go out to the dozens of readers who have written to me personally. I'm deeply touched that so many of you have found the time to thank me and the Atari World team for putting together what you believe to be the best Atari magazine ever. Some of your comments have been included on page 36. We've also extended the survey deadline to May 31 – if you have issue 1 and haven't filled in the form yet, please do. Tell us what you want and we'll do our level best to provide the kind of editorial that will keep you loyal to Atari computers – and *Atari World*.

Vic Lennard
Editor

V. Lennard

Don't miss the
July issue –
out June 16

76 Clubbin'

The Cheshunt Computer Club enters this month's spotlight on the UK's Atari user groups.

77 Q&A

Four pages of answers to your questions.

82 TalkBack

Mike Goodman in the hot seat this month with four searching questions from Vic Lennard.

Don't forget to read this
month's FREE magazines...

ATARI Pro

STSource

SNIPPETS

● Don't miss Gasteiner's Spotlight 1995 show. Atari and Amiga specific, companies including HiSoft, 16/32 Systems, Digital Awareness, Compo Software and Power Computing have already booked into the show which takes place at the Novotel, West London on June 10/11. More information from Gasteiner Technologies on 0181 345 6000.

● Time Warner recently announced a plan to sell off all or part of its 24.5% shareholding in Atari Corporation. The film and multimedia giant is also selling off other interests that "do not contribute directly" to its bottom line.

● Merlin PD has recently moved premises and has a new telephone number although the P.O. Box address remains as before. Contact Merlin, P.O. Box 77, Stroud, Glos, GL6 9YD. Tel: 01452 770135.

● Gasteiner (0181 345 6000) has just taken delivery of the first batch of GE-Soft's Eagle (see page 42 for review). Retailing at £1,999, the Eagle is a high spec TT clone that outperforms the Atari TT and is aimed primarily at the professional music and graphics markets. Gasteiner has also been appointed UK distributor for GE-Soft's Afterburner processor accelerator board. The basic board will have a full spec 68040 clocked at 32MHz and will include 4Mb of on-board RAM. There will be separate versions for the ST/e and Falcon, and the ST version will yield performance of between 10 and 20 times that of a normal ST. The price is expected to be £699 for the populated board. Release date TBA.

● It is now much easier to obtain convictions against software pirates following the recent introduction of the Trademarks Act. Piracy of products that display a registered trademark on title screens and product packaging now carries a maximum jail term of ten years, but only if the trademark has been registered. The procedure for registering company logos has also been simplified by the Act. For more information contact ELSPA on 01386 830642.

News

Games Galore

Three new games hit the Atari market...

Hollywood schemes

Desert Star's (01482 871210) much talked about game Hollywood Hustler has just been released on the ST. After losing your job, girlfriend and car, you find yourself alone on the streets of Hollywood with nothing else to lose and everything to play for! Hollywood Hustler is a "live action" poker game where you play against Joe, Chuck and Montana Slim, the meanest poker players in town. The game features excellent digitised graphics and over a megabyte of interactive sampled speech and effects. Desert Star's specially developed artificial intelligence has been put to use to ensure a totally compelling and



Bad dudes – and you'd better pray that the only green thing at the table is the baize...

wholly authentic game of poker. During the game, you visit real Hollywood venues, meet a colourful cast of actors (all filmed on location in Hollywood) and experience the thrill of a truly interactive game of poker which, depending on how you play, can result in one of three possible endings.

Hollywood Poker runs on any ST or STe with 1Mb of memory and a colour TV or monitor. It costs £24.95 and is available directly from Desert Star Software, 120 Burden Road, Beverley, North Humberside, HU17 9LH, or from a

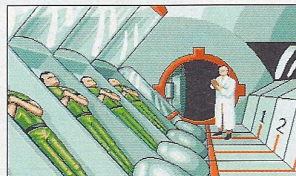
number of third-party retailers. Check out the full review in next month's Atari World.

Alien eats Predator!

Alien Thing, another game destined to come out on the IDS label, looked to have been lost forever. We recently contacted the programmers and were pleased to hear they have formed their own company, 999 Software (0378 494931), and that the game is in its final stages of development and beta testing.

Alien Thing is a fast-action multi-directional scrolling shoot-'em'-up. Your mission is to infiltrate and destroy a large alien spacecraft that has been set on a collision course with Earth. Just to make life a bit more interesting, the ship is infested with a bunch of rather unfriendly aliens, lethal slime and several other unpleasant, er, "things". Merely shooting the aliens would be too easy – you are also set a mission for each of the 11 levels by ground control, and must complete your task before being allowed to progress to the next level. Your missions vary from repairing control terminals to closing off air ducts, so preventing the spread of aliens throughout the ship.

To assist you on your quest, you come across a number of



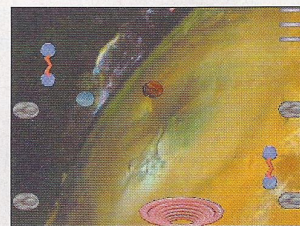
Wakey, wakey – time to climb into those rockets and kill!

equipment lockers which you can plunder for ammunition and security pass cards (for opening doors). Random bonuses and extra lives can also be found lurking inside these if you're lucky.

Alien Thing runs on any ST, STe or Falcon with 1Mb of memory. It is hard disk installable but may also be run directly from floppy. On the STe and Falcon, DMA sound is used to full effect. It is due for release in June or July and will cost £15. Contact 999 Software, 1 Portland Avenue, Burton on Trent, Staffs, DE14 3GD.

Ping pong '95

And just to prove that the Atari games scene isn't dead, Merlin (01452 770133) has recently tied



Ping 2000 – three games in one including this futuristic version.

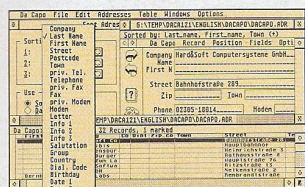
up the UK distribution rights to yet another potential blockbuster by the name of Ping 2000, a futuristic version of the classic bat and ball game that started it all. Ping 2000 comes from Holland Games Design and is effectively three games in one. The main game is a fast, modern day implementation with improved sound and graphics – highly unpredictable, with the ball bouncing off planets and meteors. Ping Duel is a highly competitive two player variant, while Ping Classic is a complete rendition of the original game from yesteryear.

Ping 2000 runs on any Falcon with a hard drive. It is out now at a cost of £19.90.

The CyberStrider files

Denesh Bhabuta brings you up-to-the-minute news on PD and shareware titles from one of the UK's best-known sites, HENSA.

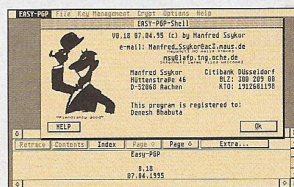
Many PD and shareware authors are now appearing on the Internet which can only be a good thing. If you have Internet access, it's a lot easier to contact the authors regarding any bug reports, or



Never lose track of your friends, relatives and business contacts with Da Capo.

features you want to see in the program. In addition, latest releases are immediately uploaded to software sites on the Internet. These then find their way into PD libraries in the following weeks. In this column, I will bring you news of the latest PD software that comes my way, to complement the mini-reviews in Public Arena.

A couple of updates this month. Speed Of Light, reviewed this issue in Public Arena, is up to version 3.8, fixing a few bugs that crept into version 3.7. The program also has a UK registration scheme. The



Soon it will be easy to send encrypted messages to your friends!

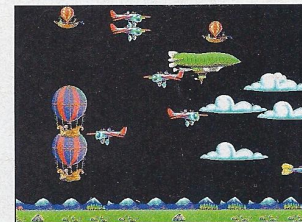
other program to be updated is GEMBench; now at Version 4.03, it works happily with Magic 2.

Address managers seem to be in fashion, the latest one being the shareware Da Capo. Text is still in German but this doesn't hold the program back as it features an intuitive interface. It'll give the alternatives a run for their money.

Another program worth mentioning is the demo version of Twilight, a screensaver that'll leave you drooling. It comes with a range of

modules, many of which also feature sound effects. The full version is available from JCA Europe (01734 452416).

And finally, a new shell for PGP (the encryption package) is in the works. Named "Easy-PGP-Shell", the latest beta version features a slick interface and ST-Guide on-line help. Currently in German, an English version is promised for the public release. Watch out for a review in Public Arena soon...



Twilight, the modular screen saver. Yep – you too can be the envy of your PC and Mac owning pals...

JAGUAR UPDATE

It's happened! Atari has finally admitted publicly that it is working on Alien v Predator 2! What's more, the game will be CD-only which means that it's bound to include many of the extra features demanded by fans of the original game.

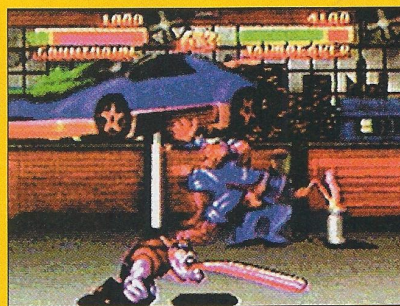
Of course, this jollity must be tempered by the fact that the company still hasn't managed to get the CD unit itself out of the door. "Real soon now" remains the official word and Blue Lightning is the current favourite

for a bundled title but, once again, no firm decision has been made.

Software is still trickling through at a steady rate and you should find Sensible Soccer (hooray!), Double Dragon 5 (hrumph...), Theme Park, Syndicate and perhaps even Pinball Fantasies or Zzyorxx 2 in the shops by the time you read this. It is rumoured that Fight For Life has been delayed to add some extra texture-mapping following comments made at the

European Computer Trade Show. With the first wave of "big" games on the market and the summer well and truly upon us, all eyes are

Present – Zzyorxx 2 looks set to trounce all over Crescent Galaxy...



Past – Double Dragon 5 is based on a jaded game-style, but the graphics look rather neat.

once again focussed on the second half of the year. The line-up is looking quite good; Hover Hunter, BattleSphere and several others should be out well before the autumn. Bullfrog's highly-acclaimed Magic

Future – Mortal Kombat III will grace the Jaguar at the start of next year.

Carpet will also be with us by Christmas (if all goes according to plan) and Defender 2000 is racing along. Mortal Kombat III will follow at the beginning of '96.

And in conclusion, Fuji fans might like to check out Tom Clancy's latest novel,

Op-Centre, in which two college buddies are said to hold the highest scores on "Jaguar's Trevor McFurr game". Proving, one assumes, that they are completely mad... **Nial Grimes**



SNIPPETS

● Richard Karsmakers, author of the *Ultimate Virus Killer*, is about to publish a book of the same name. It will look at the history of computer viruses on the ST, Mac and PC, give advice on how to guard against them and hopefully dispel the various myths about what a virus can and can't do. The book will also include a list of all known Atari viruses and their symptoms, as well as an extended version of the *Ultimate Virus Killer* manual. The *Ultimate Virus Killer Book* is expected to run to around 250 pages and will be available in July at a cost of £11.95. It will be a limited edition publication and will only be available until December 31, 1995. Payment should be made by UK cheque and sent directly to Richard Karsmakers, P.O. Box 67, NL-3500 AB Utrecht, The Netherlands.

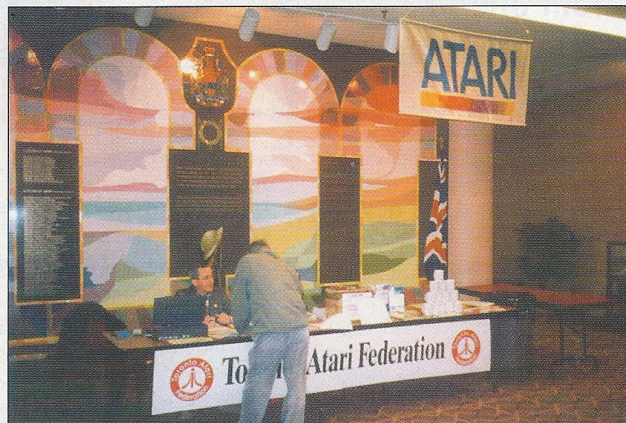
● *Time Slips* is the name of a new game under development by H.E.R.O. authors Tony Greenwood and Bob Goodfellow. Details are sketchy at the moment but it will be viewed from a first-person perspective and players will have the ability to walk around objects within the game. A new STOS extension has been written to accommodate several unique features of the game and we are talking about a late summer release. More news as it appears.

● zzSoft (01254 386192), publisher of the Easy Text range of Desktop Publishing packages, is doing a special promotion on its programming tutorial, *Introducing Atari ST Machine Code*. The 405-page book and disk set teaches a complete novice the basics of 68000 assembler programming and is currently on offer at £9.99 plus £1.40 p&p (RRP: £14.99).

● MiNA is yet another multi-tasking AES replacement similar to MiNT. It is currently being developed by Martin Oseika, author of Gemram, Shbuf, WinX and others. It will be "highly compatible" with the MultiTOS AES and include all WinX's GEM enhancements. MiNA will require a replacement desktop such as NeoDesk, Ease, Gemini or Teradesk. The package is in the early stages of development and we'll keep you posted as it progresses.

An ACE Show...

There's life in the market yet as Rob Perry finds out in Canada.



Canadians and Americans alike enjoyed the first major Atari show to be held in Toronto, Canada, in recent years. ACE '95 boasted over 30 exhibitors, with even a few making an appearance from the UK.

Howard Carson, secretary of the Toronto Atari Federation, did a good job of organising the show – exhibitors filled three interconnecting halls and over 1,200 visitors attended, confirming that Canada and the USA still have a strong Atari presence.

Wizztronics boasted the most exciting product at the show – the Barracuda 040 accelerator. Unfortunately there were technical difficulties with the demo machine due to damage in transport, so visitors had to be content with just seeing the board. This seemed to be enough, as people were placing their names on the reservation list. On sale was the re-designed Falcon Rack, showing that professional music equipment deserves to have a professional, hard-wearing case to match.

DMC was there in force with Calamus SL and the rather unknown graphics package, Invision Elite, while Cybercube Research showed off its Cyrel Sunrise card for the MegaSTE and TT range. There was even an open TT displaying the CaTTamaran 48MHz accelerator.

ABC Solutions proved that Multimedia CDs are possible on the Atari. With SARA, you can use

Well organised – the Toronto Atari Federation ran a smooth operation.

some of the more interesting PC multimedia CDs such as Family Doctor, Grolier Encyclopedia and Video Movie Guide – all you need is that CD-ROM drive!

Compo had the first showing of a powerful new rendering graphics package, NeoN Graphics. Its impressive editor, with comprehensive textures, colours and bump mapping capabilities wowed everyone – people just could not believe what a humble Falcon could achieve. Compo also had the first issue of *Atari World* for all to see, even before it was out in the UK!

Computer Direct headed up the MagiCMac seminar with a hands-on demonstration of the package running programs such as Calamus SL, and DA's Picture and

Have show, will travel – Brad Koda of Best Electronics made his usual appearance.



Layout, all at speeds only previously dreamed of.

Version 4 of GEMulator from Branch Always software was being previewed. This now runs under Windows '95, giving your Atari emulation the same graphics capabilities as a PC multi-tasking with Windows programs. New features include MIDI support, STE digital sound, Blitter emulation, PC joystick support and improved modem and hard disk support.

SKWare One had a new graphics program in Seurat, a kind of Degas Elite '95 for the ST and Falcon. The programmer had apparently spent more than five years developing this program!

The multi-tasking war was apparent with Gribnif showing Geneva and NeoDesk 4 in one corner, and System Solutions demonstrating MagiC and Ease in the other. The jury's still out!

Overall, people left the show thoroughly encouraged with their choice of staying with Atari computers. Thanks go out to the members of the Toronto Atari Federation for putting on a friendly and memorable show. Now let's get 'em over here for a UK exhibition...



Fifteen all – Gribnif sported Geneva and NeoDesk 4 while System Solutions demonstrated MagiC and Ease...

ZERO-5



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<http://exxos.www.idnet.com/IMPULSE/atari/last>

Money Talks

Slowly, but surely, Jaguar sales are beginning to make a difference to Atari's financial problems. The company recently posted its financial results for 1994 and there was a marked improvement over the previous year. World-wide net income was \$9.4 million, compared with a loss of \$48.9 million the previous year. However, although the year end results showed a significant improvement, Atari did incur an operating loss of \$12.6 million in the fourth quarter, attributed primarily to increased spending on advertising and a stock evaluation adjustment. A one-off net payment of \$29.8 million from Sega (in respect of the purchase of 4.7 million Atari shares and the settlement of a patents dispute) put Atari back in profit. Commenting on the above figures, Atari President Sam Tramiel said: "We are very pleased to offer Jaguar for \$159.99, thereby making new 64-bit technology competitively priced against older 16-bit systems. Although we are disappointed that our expectations for Jaguar were not met in the fourth quarter due to delayed game software, we believe we have taken corrective actions to ensure an ongoing stream of software through 1995 and beyond".

Last month's European Computer Trade Show (ECTS) saw the launch of the Jaguar CD at £149 and a drop in the price of the stand-alone console to £149. As a result of this fiercely competitive pricing, Atari are now predicting its share of the consoles market could reach as high as 60% by the end of 1995. Atari UK's marketing manager, Darryl Still said: "The £149 price point is very important for the Jaguar – it's the same price as the consoles were in 1992". Meanwhile, high street chains John Lewis and Virgin have joined Game and HVM in adding the Jaguar to their line up. All 35 of Virgin's Megastores are stocking the Jaguar and its forthcoming CD-ROM add-on as well as the full software catalogue. John Lewis started selling the Jaguar from 20 of its 22 outlets as we went to print. Thornley Distribution, one of the UK's first Jaguar distributors has re-entered the game after being bought out of receivership in January. It has purchased Rumbelows' remaining stock and will be supplying the Jaguar to Future Zone as well as numerous independent dealers. Argos, Comet, Beatties, Toys 'R Us and Dixons have also been mentioned as possible future stockists.

TALES FROM THE INTERNET

Have you ever wanted to go to University? Graeme Rutt takes the shortcut...

When you hang around the comp.sys.atari.st Usenet newsgroup you start to notice a definite pattern. It goes something like this: "Where can I get such-and-such a file?", "Oh, take a look on the Atari Archive, it'll be there." Such is the faith in this slab-like denizen of the Great 'Net that you don't even have to know if a file's there. It just has to be.

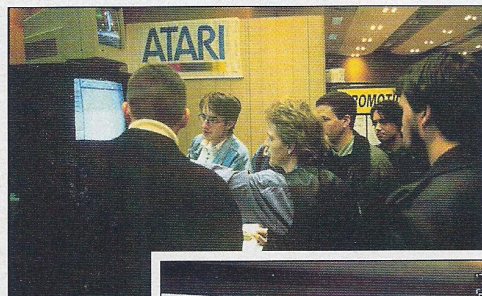
The University of Michigan is the host of this huge software archive and the present organiser is the extremely knowledgeable Mickey Boyd. You can log in via FTP: the address is [atari.archive.umich.edu](ftp://atari.archive.umich.edu). When you get in you'll find one of the most impressive arrays of data ever to cross an Atarian's eyes. It's not only the amount, the organisation is pretty excellent too. The files are split up into their various types: applications, fonts, falcon and so on, and, if necessary, there are sub-sections within these areas. There are plenty of indexes and even a list of every file in the archive. Mickey also regularly posts a list of new software on the comp.sys.atari.st newsgroup.

The one problem with the archive is availability. The University of Michigan site is very popular and there are very tight time restrictions. To be quite honest I can't remember the last time I could get in. So why am I waxing so lyrical about a site I can't use? Simple. The whole thing is mirrored at the Imperial College, London – the FTP address is [src.doc.ic.ac.uk](ftp://src.doc.ic.ac.uk) and the path is /computing/systems/atari/umich.

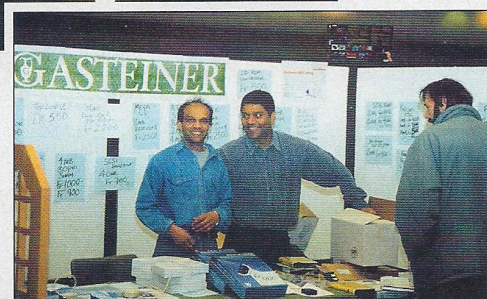
Until next time, have fun at the Archive. If you want to get in touch, e-mail me at sabbath@cix.compulink.co.uk.

In Seine...

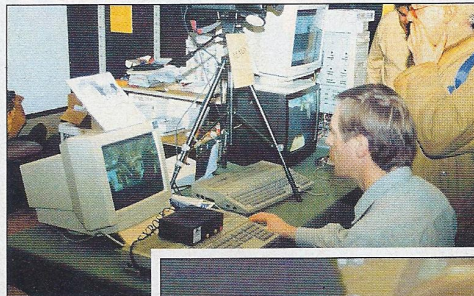
... or how Vic Lennard ended up with a seriously scrunched up face at the Paris Atari Show!



Jens Stutte of NeoN Grafix spent most of the two-day exhibition extolling the virtues of the excellent NeoN program.



I dunno – you come all the way to Paris and you still find some well dodgy geezers...



Lexicor France had David Encill demo'ing Apex Media. Vic Lennard happened to walk into the firing line and...



... this was the result – a definite improvement!

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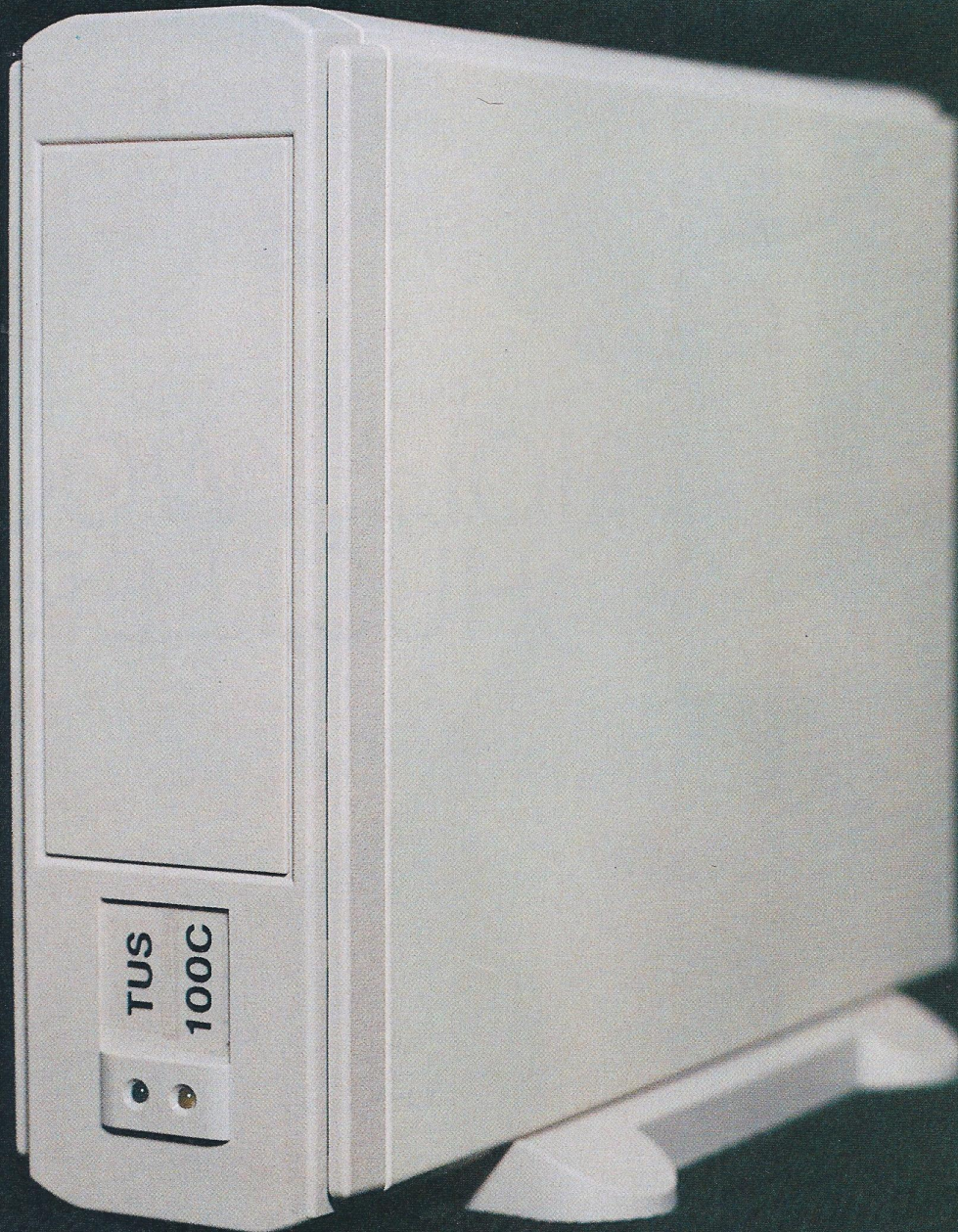
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Reader Disk

Credit card
order hotline:
01487 773543

OK, it's a fair cop – we don't have a cover disk. But we do have Reader disks and that way YOU can choose. Read on for more details...

A cover disk increases the price of a mag – and many readers never even look at the software! There has to be a better solution which is why we've opted for an entirely new concept: the Reader Disk. You want one? Just order it. You don't? Then leave the money in your pocket!

Isn't it a cover disk in disguise?

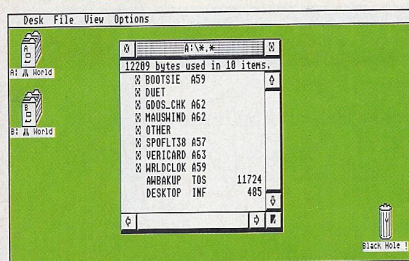
No! Each Reader Disk directly supports the software covered in the magazine. We'll also include any program listings or related support

files on the disk. This month, there's a complete database guide to Issue 1 – this will build into an invaluable reference source.

The Reader Disks also create a vital link between you and the software author. *Atari World* supports and encourages software authors; you can do your bit by supporting them. We're in constant contact with the best Atari programmers around – we can keep your finger on the pulse with the latest versions, many of which are exclusive to this magazine!

A single Reader Disk costs £2.50 inclusive of postage and packing – the same price as a typical PD disk. Some issues will offer two or more Reader Disks with each additional disk costing £1. For example, a three disk issue would cost £4.50 inclusive of postage and packing. This month two Reader Disks are on offer for £3.50. If you've subscribed for both the mag and the disk you get the extra disk FREE! So the choice is yours but don't forget to check out the special subscriber deals on pages 34-35.

This month's Reader Disks



Two disks this month. Disk A includes a selection of software covered inside the magazine (and Duet which was covered last month). The three character folder extension points you to the relevant page in the magazine; (A)tari World or the (S)ource or (P)ro supplements. The numbers denote the page number. For example, WRLOCLOCK.A59 means World Clock is covered on page 59 in the main magazine. Reader Disk B offers an exclusive opportunity to try Thing, a replacement desktop complete with a range of useful external utilities.

To back up your Reader Disks, simply run AWBAKUP.TOS and follow the on-screen instructions; the program even formats the disk for you.

Disk A Speed of Light v3.8 (Atari World p57)

Shareware • Stuart Denman

An *Atari World* beating image viewer and manipulator. v3.8 was rushed out due to a couple of nasty bugs in our review version. European registration now available.

Bootsie v1.74 (Atari World p59)

Freeware • Stefan Krey

Writes a custom boot sector to your boot disk. Set the boot delay, sound, cache and message.

World Clock v1.0a (Atari World p59)

Chocolateware • Dan Wilga

A new way to clockwatch, point and click around a graphical map of the world.

GDOS-Check v2.0 (Atari World p62)

Freeware • Christoph Bartholme

Check your GDOS fonts and test your printer's margins.

Maus-Window v1.32 (Atari World p62)

Freeware • Thomas Binder

Activates the window under the cursor.

Duet v1.0e (Atari World Issue one p62)

Shareware • Andreas Alich

Share your drives between machines, networking via the MIDI, serial or LAN ports.

Vericard v1.0 (Atari World p63)

Postcardware • Mark Brinkworth

This small desktop accessory checks the validity of some 16-digit credit card numbers.

Disk B Thing v0.31e (ST Source p12)

Exclusive • Shareware • Arno Welzel

Complements the introduction to Thing in ST Source. Configured to autoboot from floppy into medium resolution on most machines (TOS 1.04 or later and a minimum of 1Mb memory). Can also be run manually from the desktop.

Thing utilities (ST Source p12)

ST-Guide • Fairware • Holger Weets
ThingICN • Freeware • Holger Weets
TOS2GEM • Freeware • Thomas Binder
FSearch • Freeware • Mark Davidson

ST-Guide provides context sensitive help; ThingICN edits Thing icon assignments; TOS2GEM provides the Console window; FSearch helps locate files.

All four utilities include on-line ST-Guide format hypertext documentation for ease-of-use.

Atari World Profile

Exclusive • Joe Connor

ST-Guide doubles up as the front end for the *Atari World* Profile which covers issue one and profiles of most regular contributors.

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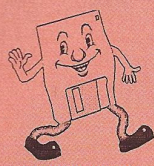
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Reader Disk problems

In the unlikely event that a Reader Disk won't load or gives you any other problems, disconnect all peripherals, switch off your computer for at least 20 seconds and try again. If this doesn't solve the problem, return the disk to the *Atari World* Disk Sales address, including a stamped self-addressed envelope, clearly labelled "*Atari World* faulty disk". Your disk will be replaced as quickly as possible.

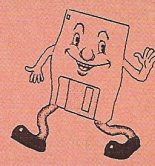
Should you require technical help, call the *Atari World* disk helpline (01206 852602) on any Wednesday evening between 7pm and 9.30pm. Please don't call outside these hours as we won't be able to help you.



ATARI ST/E

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FALCON 030

Quality and Service

At Floppyshop we only stock the very best software. All our ST disks are double sided and are crammed full! In addition, our catalogues are the most detailed in the UK. They cost £1 on their own or just 50p if ordered along with software. Please state ST or Falcon. Same day despatch on orders. Credit card orders are welcome. Unless otherwise stated, ST disks cost £2 each and Falcon disks (HD) cost £2.50 each all disks run on a standard machine with 512k of memory (1 Meg if it's a Falcon) upwards, unless otherwise stated.

COLOUR OR MONO – Disk numbers ending 'C' i.e. BUD.10C are for COLOUR MONITORS OR TV'S ONLY. Disk numbers ending 'M' eg: ART.63M are for MONO MONITORS ONLY.

RGB or VGA – Indicates the type of monitor required to run a specific Falcon program.

ART & GRAPHICS

ART.4635C ECLIPSE – The very best in image processing on an ST/E! Simply packed with features. Also on disk are a number of fast fractal generators.

ART.4772 ARROW 24 – An easy to use GEM based modelling and ray tracing package. Leaves POV standing! NOTE: Program and docs in German. Needs 1 Meg.

ART.4543 Multi-Viewer Graphics – View or print IMG, WAC, MAC, Degas & NEO pics. Keftal – Create keftals like those on the Amiga, except in 16 million colours!

ART.5057M Imagelab v2.1 – Powerful greyscale image processor packed with features. English version of top German package. Mono monitor or graphic card required if used on ST/E. Needs 1 Meg.

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S-CLIP.4992C, S-CLIP.4993C & S-CLIP.4994C Top quality COLOUR Clip Art in GIF format. The clips are of a very high standard and are in 256 colour format. Please ensure that your DTP program can handle these before ordering! Over 90 clips in this three disk set! £5.25

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EDU.3642C THE FRANGLAIS COLLECTION – All six Français programs on one disk. An introduction to French, the fun way!

EDU.3343C SCOOOL NOT SCHOOOL – A collection of six 'games' aimed at youngsters to make learning fun.

EDU.4587C BIG TOP TYPE – An excellent alphabet teaching program with great graphics and digitised speech.

EDU.4778C PICTS TO PARLIAMENT PART 5 – This concluding installment goes from Elizabeth I to Guy Fawkes' attempt to blow up Parliament. Historically correct but hilarious in presentation! Parts 1 to 4 also available.

FLOPPYWARE – As Priced.

These disks are of commercial quality despite their low price and offer excellent value for money.

FWG.01C KEYMATHS by Ian Holden – Six educational games covering key stage 1 of the National Curriculum. £3.00

FWG.03 ASSEMBLER 2000 – The full commercial release of Chris Skellern's highly acclaimed 68000 assembler package for the ST. £3.00

FWG.05C CASTLE CAPERS by Paul Abratis – An amazing platform game set in a haunted house. Can you survive the 50 levels? Needs 1 Meg. £3.00

FWG.06M COLOUR TO MONO CONVERTER by Chris Skellern – Uses a choice of 16 algorithms to convert colour pictures to mono for Desktop Publishing. £3.00

FWG.07C DARKLYTE 2 by Howard Tilley – A Sci-Fi space action/adventure/strategy game. Incredible graphics and sound effects. Needs 1 Meg. £3.00

FWG.10C LINEUP 3L by C D Edwards – Match up misaligned RGB video grabs caused by a 'jumpy' video recorder. £3.00

FWG.12C STORM '94 ST/EM version by Fugitive Freelancers – A Guntalet clone set in Outer Space. Over 30 addictive levels. Now on Floppyware! Needs 1 Meg. £3.00

FWS.13C STORM '94 STE version – As above but enhanced to take advantage of the STE's hardware. Needs 1 Meg. £3.00

FWP.19C Sprite Works by OCL – 38 new commands for GFA Basic v3.x and lots of GFA source for performing marvellous tricks too! If that's not enough, you get a powerful art package with which to design your sprites. A GFA programmer's delight! Comes on two disks. £7.00

FWG.20C THE SENTENCE PROGRAM by Ian Holden – A fun educational game aimed at youngsters learning to put sentences together. £3.00

FWG.21 POLYMATH by 'Fast Eddie' Stansfield – An integrated mathematics program for higher education students. Features a scientific calculator, graphing facilities, generation of waveforms etc. Needs 1 Meg. £3.00

FWG.35C PERSONAL GOLFBASE by C Peters – A database specifically designed for the dedicated golfer to record everything to do with his favourite sport. £3.00

FWG.36C THE WORLD AT WAR by The Seaton Shareware Co-op – A game of economic and military strategy on a global scale. £3.00

FWS.37C WAR OVER THE REICH by John Fowlston – A strategic wargame that simulates the RAF's night-time bombing operations against Germany during 1943/44. £2.50

FWG.38C DUNCES CAP COMPILATION DISK #1 – A collection of classics. Includes MINDLOCK, THE WIZ, MATCH MAKER #1, ACE CHASER. £3.00

FWG.39C DUNCES CAP COMPILATION DISK #2 – A collection of classics. Includes GALACTIC FRUIT BOWL, QUEST FOR KNOWLEDGE, GREY MATTER, REBOUND. £3.00

FWG.40C DUNCES CAP COMPILATION DISK #3 – A third compilation disk of DCS classics. Includes FRAME OF MIND, OUTRAGEOUS FORTUNE, SUPER MATCH MAKER, CRYPTOGRAM. £3.00

FWG.41C DUNCES CAP COMPILATION DISK #4 – Yet more DCS

classics. Includes LINK, SHAPES, BRAIN DAMAGE, QUIZICAL. £3.00

FWG.42C DEMON 2 by Howard Tilley – On your quest you will have to fight off monsters and demons, discover secret passages, unlock doors, find and use a variety of objects and interact with the other characters! £3.00

FWG.43C LEXICON WORD HANDLER by Peter Legge – A 46000 word list with a comprehensive management utility. Use it to produce or solve word searches, anagrams and word puzzles and much more. Last quarter's biggest seller! £3.00

FWG.45C CRAZY LETTERS by Dunces Cap Software – An original and addictive word game, arguably DCS's best release to date. Great fun for ages 8 to 80. £3.00

FWP.49C THE CURSE OF BOLDA by Ledasoft – The ultimate multi-level platforms and ladders game spread over two disks. As well as collecting objects and avoiding 'nasties' you have to puzzle out the workings of buttons and switches and avoid traps. Better than many commercial releases. STE ONLY. Needs 1 Meg. £6.00

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FNT.4751 & FNT.4752 A total of 34 PD fonts for use with SpeedoGDOS spread over two disks. £2.00 per disk.

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GAMES

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GAM.4967C CYBERDROME – The Cyberdrome is a 3D world where you react with intelligent 'artificial life' programs using virtual reality simulators. You pilot a hoverjet simulator in this single mission version of a larger game. Needs 1 Meg.

GAM.4968C ALIENS – A role playing game where you pit your wits (and your army) against the ST. Players can shoot and throw grenades as they attempt to avoid the aliens and reach the level exits.

GAM.4969C JIGGSY – A cross between a jigsaw and a sliding puzzle game but with a time limit. An addictive game that is more challenging than it first appears.

GAM.4971C ASTROPANIC '94 – A re-write of the good old fashioned Space Invaders type shoot 'em up. Runs on any machine but uses extra features of the STE, TT and Falcon. Addictive fun for all ages. Needs 1 Meg.

MUSIC

MID.11 Accompanist – Powerful 16 voice MIDI sequencer crammed with semi-professional features. Includes lots of Midi files on disk. **MID.3108 ALCHEMIE JUNIOR** – Multi-window, GEM based MIDI sequencer which is a serious rival to many commercial programs. Mono only. Needs 1 Meg.

MID.3354M M1 WORKSTATION – Editor/librarian for Korg M1 and MTR synths with 32 track sequencer and drum editor. Needs 1 Meg. **MID.4532M Roland D110 Manager** – Professional quality editor and librarian for the Roland D110 module. Designed for the D5, should work with other D-series synths.

MID.4980 C-Beat – An ACC which displays MIDI notes. Accurate to 1/32nd of a note. Delay Calculator – Calculates the delay times in microseconds according to the BPM. Groove Analog Sequencer Simulator – replicates the effects of early analog sequencers using modern MIDI devices. Several other MIDI programs also on disk.

PROGRAMMING

LAN.4608 OMEN SOFTWARE DEVELOPMENT KIT – All you need to write your own OMEn (cross platform multi-tasking) software or make existing programs compatible. Includes an assembler, a C library, an icon creator, a sample converter and lots of assembler source. Requires OMEn on UTL.4607.

LAN.4638 CONTROL EXTENSION – Adds 34 new commands to STOS Basic. Includes a replacement sprite engine which supports STE hardware scrolling. Many of the commands are STE specific. **LAN.4839 C-Scape** – An integrated front end for Sozobon C (not included). Desert Drain – A powerful 680xx disassembler (program and docs in French). Various other useful bits of C source are also on disk.

LAN.5055 STOS CYBER, GBP & EXTRA EXTENSIONS – Three top extensions to STOS Basic which no self respecting STOSSER dare be without! Cyber allows the use of SEQ annotations in STOS, Extra adds 57 new utility type commands and GBP unpacks compressed files and MUCH, MUCH MORE....

UTILITIES

We have thousands of utility programs spread over several hundred disks. A comprehensive description of every program is given in our catalogue disk.

UTL.4766 FLOPPYSHOP CPX COLLECTION 2 – Another 30 CPX files for use with XControl. CPX COLLECTION 1 still available (UTL.3879).

UTL.4945 ATARI WORK TEMPLATES – A collection of useful templates (lots of them!), complete with docs, for use with Atari Works. **UTL.4955 LOTTERY FEVER!** – A collection of four random number generation programs designed to help you win those elusive millions! Another program lets you check up to 44 sets of numbers in seconds.

UTL.5001 HP Support Disk 3 – Yet more printer drivers and other useful utilities for Hewlett Packard Deskjet & Laserjet printers. Support disks 1 (UTL.405) and 2 (UTL.4536) still available.

UTL.5036 PLANTER DATABASE – A comprehensive database of almost 1000 common garden plants in Superbase Pro format. NOTE: You need Superbase Professional in order to use this disk. Needs 1 Meg.

UTL.5058 The National Lottery & Lottery Companion 3 – Two commercial quality programs which intelligently help you select winning numbers based on past performance. Not to be missed! ST- ST – Powerful software to transfer data between a Psion Series 3 organiser and your ST.

FALCON 030 SECTION

We were the first to support the Falcon and now have over 400 HD disks in our library. The Falcon catalogue costs £1 on its own or just 50p if ordered with other software. Falcon disks cost £2.50 each unless otherwise stated.

ART

F4786 ARROW 24 – An easy to use GEM based modelling and ray tracing package. Leaves POV standing! NOTE: Program and docs in German. **MPEG PLAY** – Plays MPEG real-time movie files. **TGA VIEW** – Double click TGA files to display them. **FLI_TC32** – Plays FLI animations from True Colour mode. **DGRAPH** – An early version of a new art package. **RGB ONLY. EASY POV** – A nice easy to use GEM shell for POV Raytrace.

F4787 BV3 from Binaris – A VERY fast GIF and TGA file viewer and converter using the Easy GEM interface. GIFs load in seconds from floppy! Lots of pictures supplied on disk.

F4869 ECLIPSE – A powerful image processing package with a good range of features and extensive file support. Also on disk are two very fast fractal generators, two MPEG animation players, two JPEG decoders, a very fast GIF viewer and Indy Paint – a graphics package.

DEMOS

F4850, F4851, F4852 MPEG ANIMATIONS – A collection of 11 True Colour animated films complete with player program. £2.50 per disk.

S-F4855 & S-F4856 124 BEERS LATER by TRIO – An impressive guitar track kicks this one off, followed by a range of great graphic effects & music. **RGB ONLY. Needs 4 Meg and a hard drive. £4.50** for the two disk set.

F4857 ARE YOU EXPERIENCED by EKO – An impressive animation of a starwars type battle, followed by great special effects. **RGB ONLY. Needs 4 Meg.**

F4859 MOSTLY HARMLESS by MJJ Prod – One of the best demos on the Falcon. Lots of special effects. Even the greetings are impressive! **RGB ONLY. Needs 4 Meg.**

F4861 HIGHWAY STAR DEMO by PLPL – Concentrates on the use of a new breath-taking graphic effect using beams of light, fractals and shaded bobs. You just must see this one! **RGB ONLY. Needs 4 Meg.**

F5023 LAMER BRAIN by The Megabusters – A great debut for The Megabusters which has a number of interesting effects. Point Of Infection – Concentrates on a new demo effect and makes good use of the DSP & CODEC chips. Both demos are RGB ONLY and need 4 Meg.

GAMES

F4579 BLACK HOLE – Arcade action with lots of digitised sound. Can you find the coins on each level that hold the key to the next? Watch out for the time bomb, though! **VGA, needs 4 Meg.**

F4779C STARBALL – A futuristic Pinball game with great sound, graphics and several sub-games. The HD version features several more digitised tracks than the ST version and is Falcon enhanced.

F4780C NoBI BRAINSTORM – Guide Alfred the snake around numerous levels collecting all the Yin Yang symbols. Great Fun! Needs 4 Meg. **NoBI RACING** – Another Alfred the snake game! Lots more puzzles and traps and two players can take part. Needs 4 Meg. **YUKON** – The best game of patience you've ever played!

F5020 ASTROPANIC '94 – A re-write of the good old fashioned Space Invaders type shoot 'em up. Needs 4 Meg. **WALTZ** – A bat and ball type game, similar to Arkanoid. Nanjing – A two dimensional Chinese tile game which uses six different sets of tiles.

F5022 SWITCH – Having escaped from the dungeon, you must find your way through a labyrinth operated by a system of switches and locks. Frustratingly addictive and immensely enjoyable. **RGB ONLY, needs 4 Meg.**

PROGRAMMING

F4784 JPEG4SRC – The complete C source and docs to the latest revision of the JPEG file format. **FALCON LIBRARY** – An impressive collection of well documented assembler sub-routines (Devpac 3 format) for use in your own programs. **WIN LIB PRO** – C source for a slick new 3D Desktop. Still under development but plenty of docs and source.

F4724 EASY GEM LIBRARY – Everything you need to add an impressive futuristic front end to your own GEM programs. Includes full sources in Pure C format.

UTILITIES

F4727 HPLJ4L – Gives you full control over all the features of the HP LASERJET 4L from within an easy to use GEM program. Lots of downloadable fonts included.

F4782 ASSIGN-ED, BMAPFIX2, SET TIME, CPXSPY, DOP-PELCLICK, EGALD, DR BOB'S ICON EDITOR, RSC_XPAND, ICON PAGER, WICOPAGE, ST GUIDE, E_DICT, POWER MOUSE, TERMINAL BLANKER, TOS 4 FIX, VERICARD, WHATIS.

F4862 FLOPPYSHOP CPX COLLECTION – 75 CPX files for use with XControl. This HD disk holds the entire contents of the two CPX disks in the ST section.

F4863 HEWLETT PACKARD SUPPORT DISK – Everything you'll ever need for your HP Deskjet or Laserjet printer.

F4864 SPLITTER, GREPIT, GHOSTLINK, EGALD, CD LIST, MED NET, ATARI WORKS TEMPLATES.

F5002 OMEn v3.03 – The cross platform multi-tasking operating system. Please note that OMEn does not run GEM programs directly. Disk also includes the OMEn developers' kit.

F5017 CDROM XFS, CD EXAMINER, DIRECT DRIVE, PROLOCK, MEMORY2, FASTBOOT, NEORAM, NEWSPEED II, PANTHER, RSC TRANS, ZORG, UNCLE RAM, SUPERBOOT 8.1.

F5018 DESKINF, DUET, PROFILE 2, RUFTRADE, ISHAR_ED, RECIPE BOX 4.5, ROUTE FINDER 1.8.

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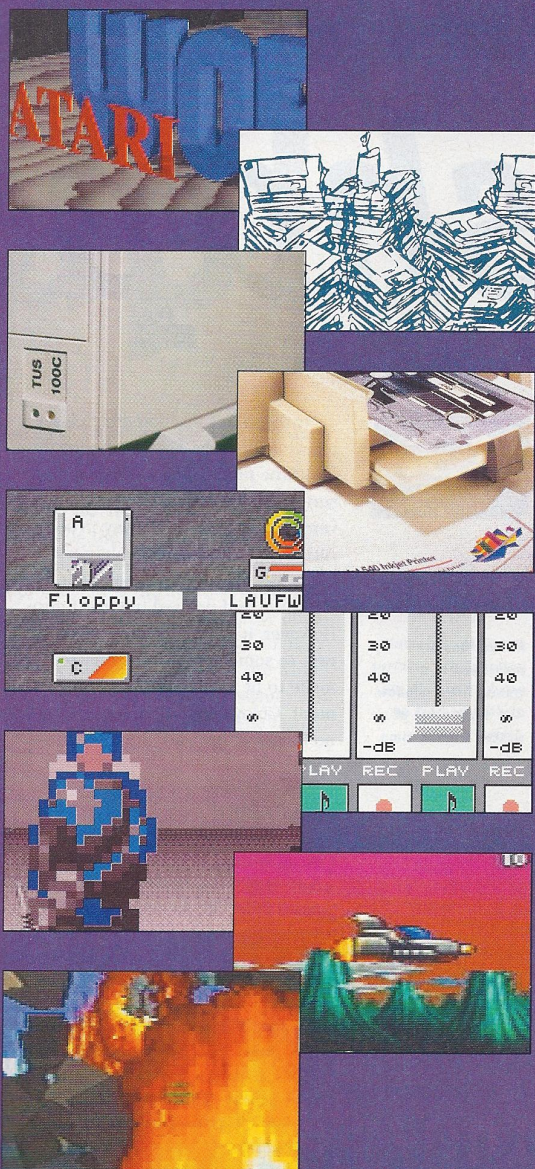
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REVIEWS

Atari World's reviews section covers all of the latest software and hardware to hit the market. This month we include a preview of Substation, the Doom-like game for the STe, and a review of MagiCMac, which includes most of MagiC 3's functions, along with details of MagiC 3's extra features.

Inside:



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Atari World Scoring System

Each product we review (hardware, software, PD and shareware) is marked out of 10; an average product gets around 5. A mark of 7 or 8 results in a "Buy Me" award. If the product is in an area that interests you, then it warrants careful consideration.

A mark of 9 or 10 receives the ultimate accolade of an "Atari World Beater" award. Such a product has been accepted by our reviewers as being excellent in its class.





Inshape 2 turns out images like this in its sleep and yours – complex scenes are best left overnight.

Prepare to have your sense of reality



seriously abused by Inshape 2!

Fully clad in his CyberJob gear, Nial Grimes puts the premier Falcon raytracing package through its multi-coloured, photorealistic paces...

Better *shape*

Raytracing is the digital equivalent of Lego bricks and every bit as addictive. It allows you to build 3D worlds inside your machine and turn them into photorealistic scenes within a matter of hours. The technique also has a professional

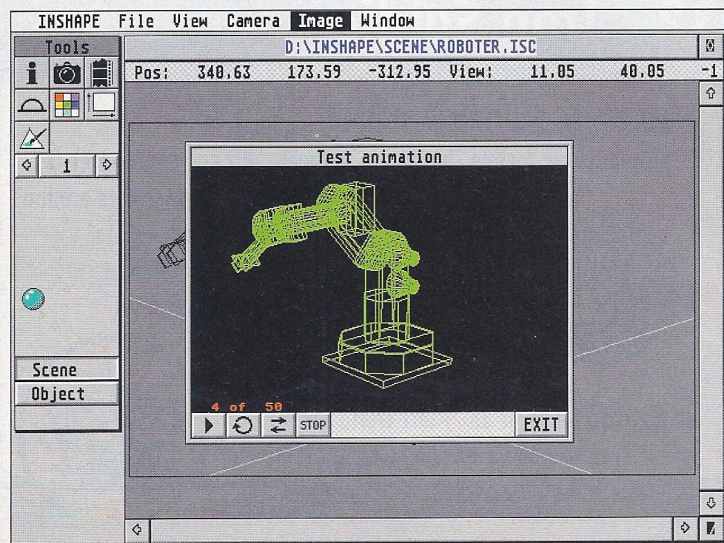
application: you'll find computer-generated images in game show logos, adverts, science fiction series, news programmes and all sorts of other places.

Business or pleasure, Inshape Intro had the power to produce mind-melting images on a Falcon or TT and version 2 promises to be even better.



Inshape 2 is an incredibly classy piece of software. Firing it up for the first time produces a warm, Papyrus sort of feeling and users of the original version will be up and away in seconds. Although the interface looks very similar, it has actually been completely rewritten and dressed in GEM finery. However, it's not all such a pretty picture as some compromises have been made to fit in with the GEM environment. Colour gradation, for example, is no longer previewed. But enough "look

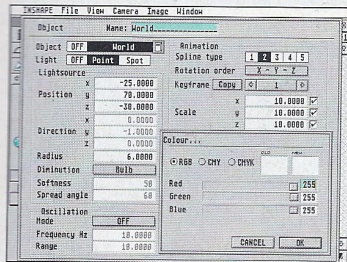
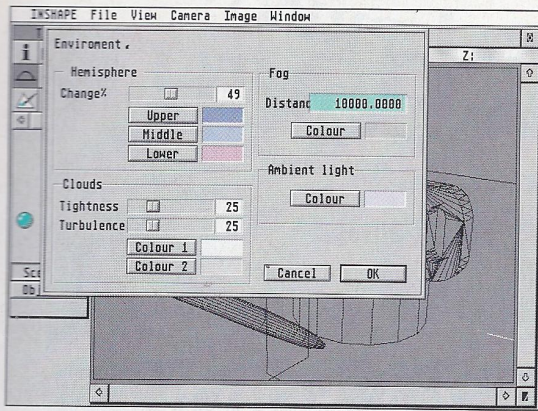
Animations are previewed in a trendy little window – it saves a lot of wasted tracing time.



Persistence pays...

As an ST owner, you might be feeling a bit left out with all of this talk of Falcons and TTs. Don't worry – the standard STFM is capable of similar tricks given the right software. That software is called the Persistence of Vision raytracer and it's available free of charge through the usual public domain channels.

The program works from a text file, which contains a description of a scene, including primitive shapes (such as spheres or cubes) plus details of textures and positioning. From this point on, POV (as it is affectionately known) is every bit as competent as its commercial counterparts.



Inshape's hierarchical system makes the scene editor relatively easy to cope with.

The all-new interface is very classy despite the loss of some cosmetic features.

up!

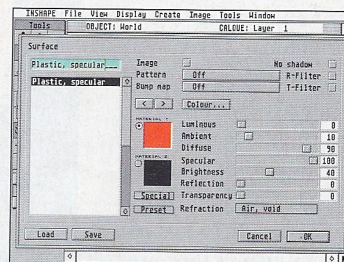
and feel" – how does the new application perform?

That'll do nicely...

"Nicely" is the straightforward answer. On a general level, the most obvious improvement is the addition of Gouraud and Phong shading modes. These don't provide as much detail as raytracing – textures and so on are out of the window – but it does mean that scenes can be tested relatively quickly. The faster shader also helps out considerably, although this part of the package still refuses to run properly under MultiTOS. A DSP version of the shader is under development.

More comprehensive attention has been lavished on the object editor and this is still the area that makes Inshape such a superbly refined package. Proper bezier curves are all part and parcel of the new regime and the extrude tool is much more capable. On a more practical level, objects can be dragged around with the mouse. Sadly, the scene editor is left with its rather awkward coordinate system, but at least the camera can now be moved under mouse

Numerous different surfaces are supplied on disk and all can be fiddled with in minute detail.



control. Integration with other packages has also been improved because Autocad DXF files can be imported and exported – a feature that will no doubt be welcomed by fans of the freeware raytracer, Persistence of Vision or POV.

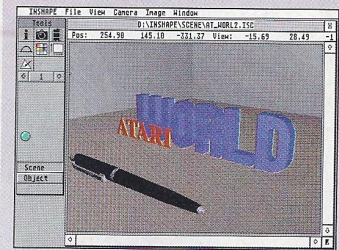
The rest of the application remains very similar to the original. The same object tree is used to make positioning via coordinates as straightforward as possible, while colourful textures protrude from every conceivable point. Numerous other tweaks have been made and many of the niggles presented by Intro have been fixed. The version 0.6 monicker in the information box suggests that more might be on the way. It also explains why one or two minor bugs are present – the object surface editor has some trouble dealing with colour and the extrude tool can't take too much punishment. However, CGS assures us that bugs are being dealt with as they are reported.

Verdict

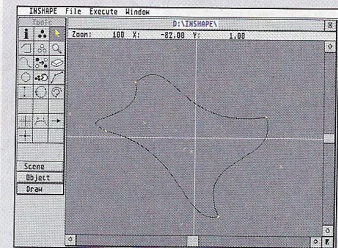
Inshape 2 is certainly the best raytracing package available on the Atari at present. The interface has suffered a little on its journey towards GEM compatibility but the improved speed and competent object editor go a long way in making up for the minor inconvenience.

Overall, you've got a package that is incredibly classy but does require dedication to exploit fully. It is a shame that the programmers missed the opportunity to give the scene editor full mouse control because it would have widened the appeal of the package and moved it from the "very good" to the "stunning" category. The minor bugs don't help much either. Nevertheless, it's a worthwhile upgrade for the money and it will no doubt rekindle the fires of creativity in raytracing fanatics up and down the country.

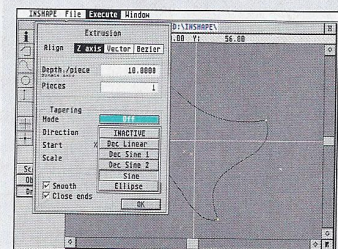
Four tip-top reasons to upgrade...



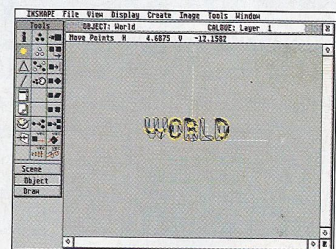
The Phong shading mode provides a quick preview of a scene and can save hours of wasted raytracing.



Bézier curves come in very handy when producing life-like objects – the number of points along the line is user-definable too.



The new extrude tool can produce some truly wicked shapes; now, I just need to think of some way to use them!



Mouse control is the order of the day in the object editor and the camera can also be dragged at will.

IN SHAPE 2

Publisher: CGS ComputerBild
Contact: 0181 679 7307
RRP: £169 (£40 upgrade)
Requirements: Falcon030 (with FPU) or TT, 4Mb of memory

Pros: Outstanding object editor • improved speed • DXF support
Cons: No font support • slightly buggy

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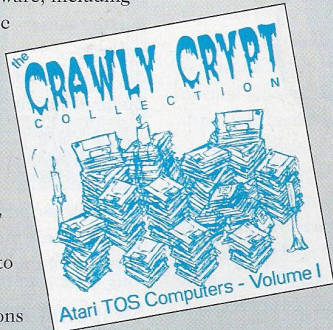
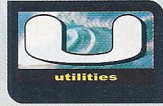
...at your service...

Buried deep

Andrew Wright gets lost in the Crawly Crypt, a new Atari CD-ROM.

Digging its way to the light of day comes a new PD and shareware collection on CD-ROM from the dark and dingy depths of one of America's biggest bulletin boards, the Crawly Crypt. Volume 1 is stuffed full with over 600Mb of software, including 120Mb of Falcon-specific programs, games and utilities and 50Mb of STe and TT enhanced software.

There are thirteen main sections ranging from utilities to comms, graphics and games as well as folders devoted to the Falcon, STe and TT. Some of the main sections are sub-divided still further and each separate program has its own folder, so everything is tidily arranged and accessible when you need to find it in a hurry. The vast majority of the files

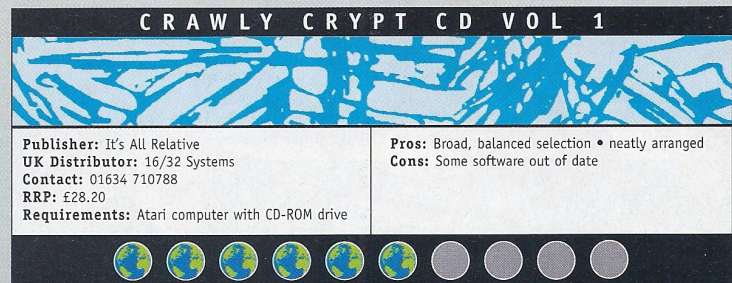


are uncompressed and ready to run direct from the CD if necessary.

The Crawly Crypt CD is a well-balanced collection that should appeal to any CD-ROM drive owner, no matter what type of Atari you own. Rather than simply unloading megabyte after megabyte of software onto a CD, the publishers have put a lot of thought into what should go on. There are no folders full of scanned images, huge TIFFs or dodgy sound samples to take up extra space and fill out the disc. Almost all of the stuff on here is a program of one

sort or another – there are utilities, desk accessories, full-blown shareware applications like GEM-View 3.06 and a lot of commercial demos as well, including demos of the more unusual programs like Avant Vector, Inshape, Chagall and Chronos-3D.

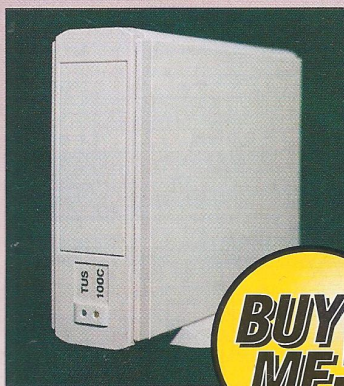
Playable game demos include Mig 29 Fulcrum and Dogfight. In the section devoted to magazines there are dozens of issues of the STun and STosser disk mags, as well as other useful text files. All things considered, this one is well worth the asking price.



On the up



Ofir Gal looks at a new range of hard drives from The Upgrade Shop.



BUY ME!

The Upgrade Shop has just launched the aptly-named TUS hard drives. On offer is a range of fast, modern devices, starting with an 80Mb IBM mechanism and going up to a 532Mb Fujitsu. In the

middle of the range is a 234Mb Hewlett-Packard based system which we had on test.

Like many other systems these days, the case takes advantage of the latest slim-line hard disk mechanisms and measures only 23 by 17 by 6cm. It can stand upright or lie horizontally, and a grey plastic leg is provided for standing the case on its side, as well as four sticky rubber pads – a good idea.

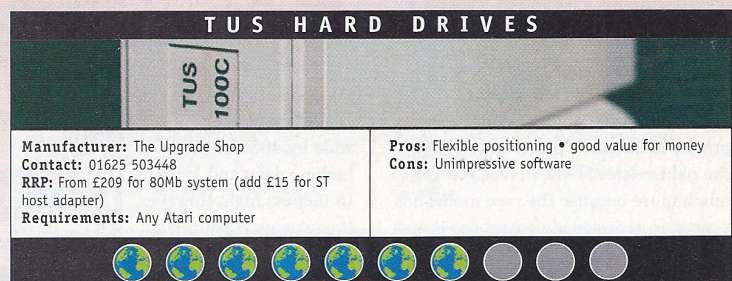
The metal case sports two LED indicators: one for power, the other for disk activity. At the back you'll find two SCSI ports, an ID selector and a power switch. The fan is not temperature controlled

TUS hard drives – neat design and reasonably priced.

but is still comparatively quiet. The system can be purchased with a GE-Soft TopLink host adapter for use with an ST or with a Falcon SCSI cable.

In both cases, the GE-Soft hard drive software is provided. The software works well enough but, since the version supplied was written in 1992, it is not Falcon-aware and does not include any options for setting the internal IDE drive. It certainly falls short of the facilities offered by programs like HD Driver or ICD Utilities.

Other than that, the program includes all the options necessary for smooth operation. You can format, mark bad sectors and partition the disk. A 10-page manual is included to guide you through the installation, but to save you the trouble, the drive comes pre-configured and already set to auto-boot. Simply connect it to your system, power it up, and off you go.



Glorious



Andrew Wright takes a look at HP's newest inkjet, the all-in-one DeskJet 540

Hewlett-Packard is, without a doubt, the world's biggest supplier of printers and no slouch when it comes to setting the pace.

In fact, HP sold more than 6 million inkjet printers in 1994, of which roughly 70% went directly to the home market. More importantly, colour models outsold the monochrome ones for the first time since the DeskJet was launched in 1989. As a result of this changing market, HP has decided to grab the bull by the horns – from now on, every single DeskJet made will be capable of colour output.

All you need to do is add an inexpensive colour kit costing £35 to a standard DeskJet 540 and you have a colour printer identical in practical terms to the old DeskJet 560C. In fact you get much more because the new model has a simpler, redesigned control panel and improved cartridges, print head and firmware.

You get the same 600 by 300 dots per inch (dpi) resolution and resolution enhancement technology (REt) that was introduced with the DeskJet 520 last year plus 300 by 300 dpi colour output on plain or glossy paper or transparency. Colour print speed has increased by 100% with no compromise in quality – in fact the output seems to have improved considerably.

The printer's chunky case has been completely redesigned and it now boasts a slightly smaller footprint and more attractive appearance. It is 436mm (17 inches) wide by 405mm (16 inches) deep and 199mm (8 inches) high. However, if you've used your old DeskJet as a multi-purpose stand, like me,

GEM-View has a couple of useful colour-printing features, including a "brighten" control.

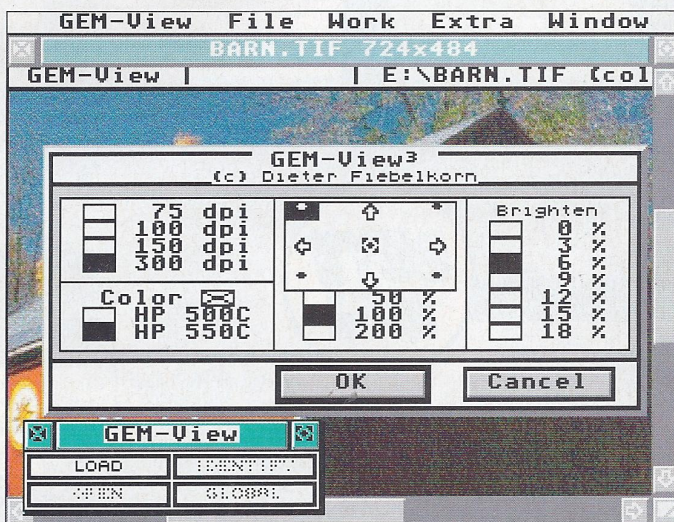
you'll find that the slightly angled top surface causes more problems than it solves!

If you're wondering where the 560C fits in, it's been upgraded to the 660C. It gets a boost in resolution to 600 by 600 dpi, faster printing and improvements all round. Not surprisingly it also gets a higher price tag and is now aimed more towards the small office and business end of the inkjet market.

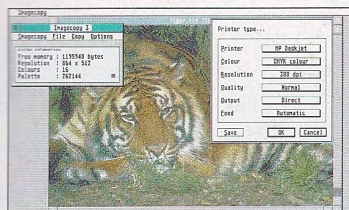
Swapping around

The one big disadvantage of the new 540 is that different cartridges have to be used for different print jobs – for text there's a black ink cartridge while for colour you have to insert a three colour (red, blue and yellow) ink cartridge. While this is easy enough in practice (lifting the lids prompts the head carriage to move into view and the cartridges simply snap into place), it is easy to forget, leaving you printing your page in the wrong colours. The colour kit includes an air tight container for storing the cartridge that isn't in use, which is a good idea.

Whatever you want your DeskJet for, the chances are that good-looking, crisp black text will be the most important single requirement. A combination of new cartridges and better print head control has ensured a noticeable



techno-colour



Imagecopy has the best support for colour printing.

improvement in black print quality and the DeskJet 540 even supports 256 levels of greyscale for dramatic image output. It can also produce black text at up to three pages per minute in its fastest mode (240 characters per second), ensuring that it doesn't fall far short of a laser in terms of either quality or speed.

Other bonuses are 0.5Mb of internal RAM, making printing much quicker and returning control of your computer much more quickly, as well as improved firmware and a much faster central processor unit. Changes to the firing

Ataris and DeskJets

The new DeskJet has four built-in bitmapped typefaces in varying point sizes including CG Times, Letter Gothic, Courier and Univers. Unfortunately, most Atari programs can't use the proportionally spaced internal fonts properly (CG Times and Univers). It's easy enough to send the escape codes that trigger a particular point size and typeface but you can't see what they will look like on the screen.

For day to day text output you are forced to choose between Courier and Letter Gothic. Protext 6.5, with a dedicated DeskJet driver, is a notable exception and hopefully other word processors will catch up before long.

The good news is that the 540 is backwards compatible with earlier models so you can still use your existing DeskJet 500 and even many LaserJet 2 and 3 drivers, though black print output will always be at 300 by 300 dpi, rather than the 300 by 600 dpi that the machine is capable of.

If you want to get the best from your 540 in colour terms, a program like Imagecopy 3, with configurable support for all colour DeskJets, is pretty well essential. However many programs that do support the older DeskJet 500C and 560C should still work with the new model.

rate of the colour print cartridge mean it prints twice as fast as the 560C in colour mode and there's also an Econofast mode that uses just half the normal amount of ink and results in a three fold speed increase.

The DeskJet 540 printer includes four built-in typefaces with a variety of point sizes from 5 to 24 points in portrait and landscape orientations. There are also 14 TrueType fonts supplied on high density disk along with the Windows printer driver but you'll need access to a PC to decompress them and transfer them to your Atari if you want to use them with NVDI 3.

The new DeskJet 540 has a control panel with just two buttons, making it a lot easier to solve problems and restart printing. The input tray automatically feeds 100 sheets of paper, 50 transparencies or 20 envelopes. An automatic envelope sensor ensures optimal print quality on envelopes and the printer now supports custom paper sizes and heavy card stock, such as A6 cards. It will cope quite happily with thicker papers up to 135 gsm, envelopes to 90 gsm and postcards up to 200 gsm.

Verdict

When the RET and the improved mechanisms are taken into account, the black print from the DeskJet 540 has to be seen to be believed. It really is indistinguishable from cheaper lasers, even on medium grade paper.

For colour printing the best results are obtained from special glossy paper but at around £1 a sheet, you've got to be sure of what you're doing before using it! The clay-coated varieties, at around 10p a sheet, are much more realistically priced and offer much enhanced quality for final output. If you need real print quality without paying the earth, the DeskJet is still your best bet.



To show just how much difference the special glossy paper can make, we started with this TIFF of a tiger...



... and printed it out onto standard copier paper. Notice the rather washed-out colour quality...



... while the printout on glossy paper shows far more fidelity to the original, colour-wise.

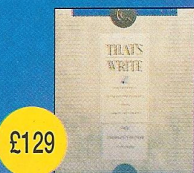
DESKJET 540	
Manufacturer: Hewlett-Packard Contact: 01344 369222 RRP: £323.12 Requirements: Any Atari, 0.5Mb or more memory, mono or colour	Pros: Cracking colour • crisp, clean text • cheap to run Cons: Not quite a laser • cartridges need swapping

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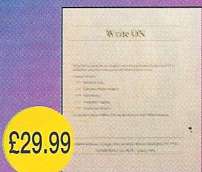
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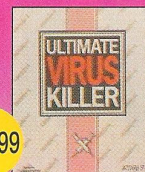
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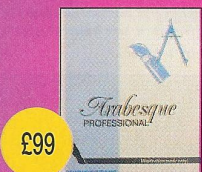
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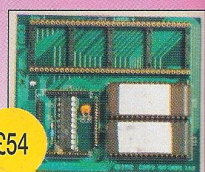
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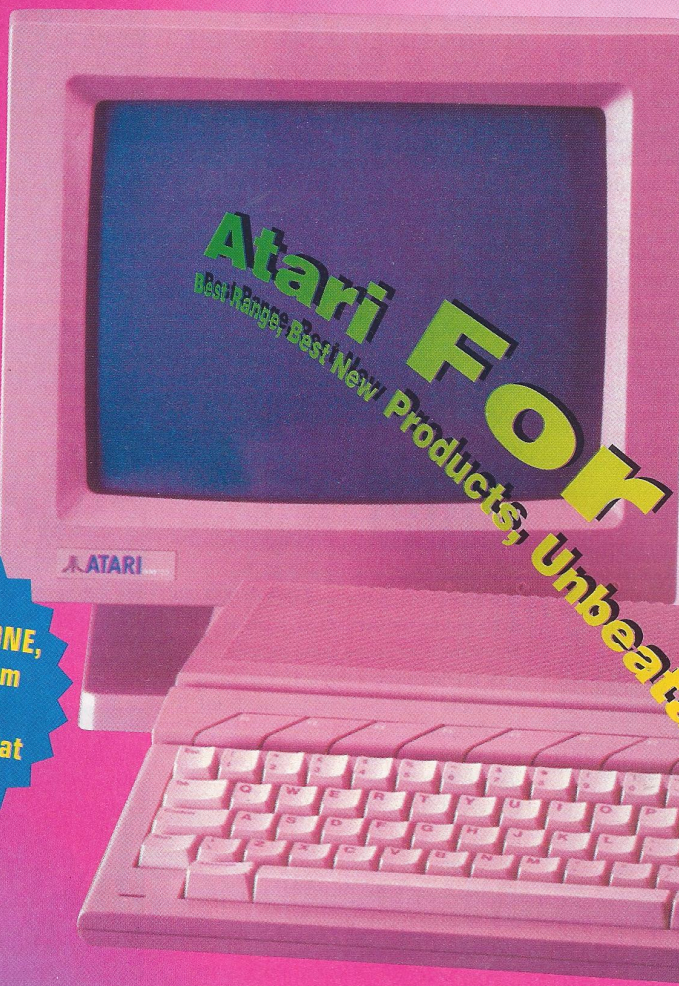
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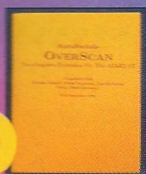
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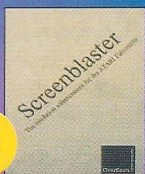
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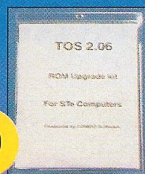
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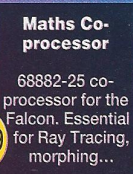
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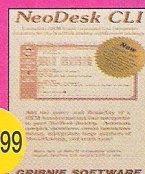
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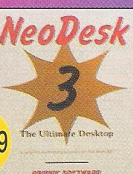
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Easy to use, fast autobrace program. Includes a special TT version that uses maths co-processor.

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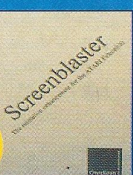
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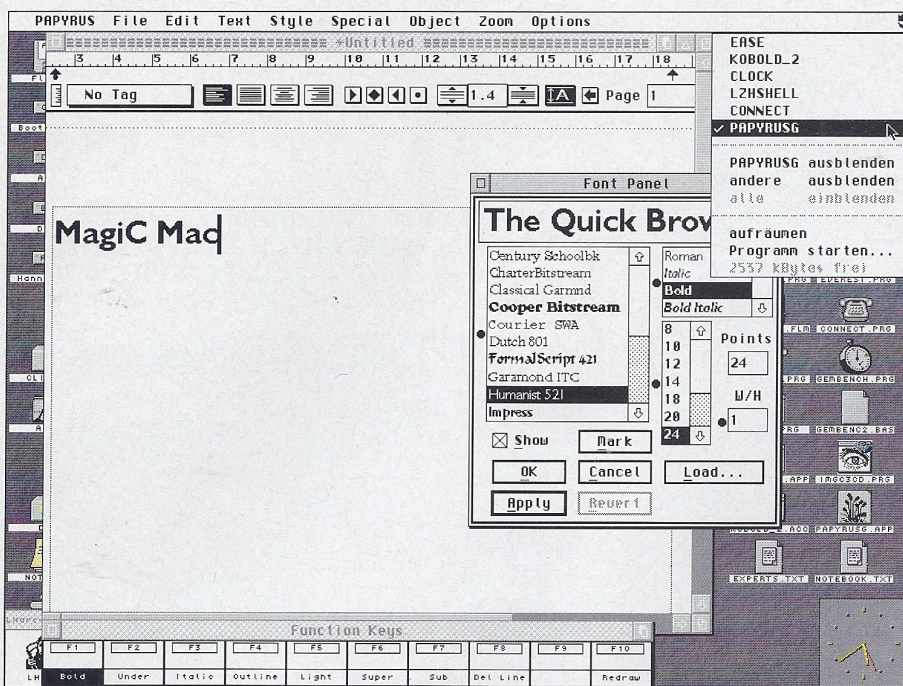


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MagiC Mac is now up and running, and MagiC 3 for the ST is on its way. Ofir Gal takes a close look at the latest incarnation.

The joy of multi-tasking – no longer do you need to quit one program before you can use another!

Mac Magic

MagiC has become a standard system for German Atari users and while its success in the UK has not been as overwhelming, there are a growing number of dedicated users. MagiC provides Atari owners with the very thing Atari has failed to – a fast and reliable multi-tasking operating system.



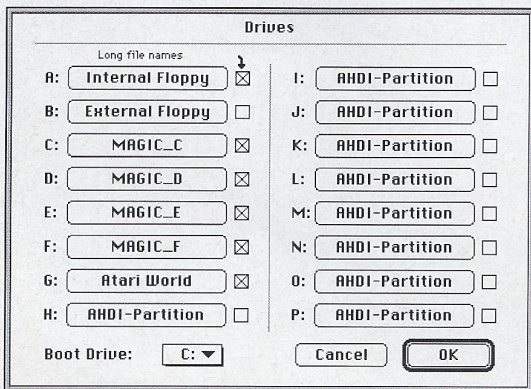
In fact, MagiC looks and feels much like the Atari operating system but offers several advantages. Most important is the ability to multi-task, that is run several programs at the same time. And if that isn't enough of an achievement, the same team of programmers have now ported MagiC over to the Apple Mac, the obvious choice due to the same processor family. MagiC Mac is not an



emulator – it's a native operating system running at full speed. Ease desktop and a few small utilities. Once installed, MagiC runs from the Mac desktop, just like any other program. From that point, the Mac screen looks just like an ST going through the boot process. MagiC Mac incorporates a full implementation of MagiC 3, available shortly for the Atari platform.

By default, the installer creates a folder on the Mac side of things called MAGIC_C which is set as the boot drive. You can create an AUTO folder, just as you would on a standard ST. Additional drives can be added by creating more folders and using the MagiC Drives configuration dialogue box. Here you can tell MagiC which Mac folder it should treat as a TOS drive. In addition, any Atari-formatted SCSI hard drive or CD-ROM is automatically detected.

The basic version allows display modes of monochrome, 16 and 256 colours at whichever screen resolution your Mac supports. Additionally, a special 640*400 ST High compatible mode is available for old programs that can't live without it!



Away we go

MagiC Mac arrives on one high density disk and is very easy to install thanks to a standard Mac installation program. The package includes the operating system itself, the

Any Mac folder can be assigned as a TOS drive with the option of long file name support.

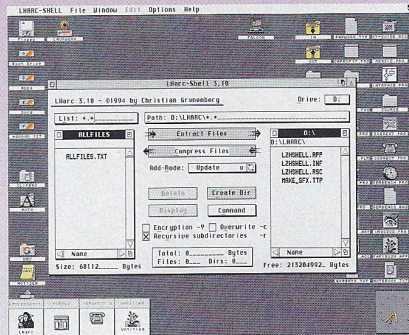


MagiC 3.0

MagiC 3 will soon be available for the ST, TT and Falcon and is already part of MagiCMac. Much of what you have read about in this MagiCMac review will also be true of MagiC 3.0

Apart from providing you with a pre-emptive multi-tasking environment, MagiC 3 has several new features:

- New file system allowing long file names using any characters;
- Loadable file systems;
- MiNT-like processes, pipes, installable devices and symbolic links;
- Support for colour icons;
- Window iconify;
- 3-D buttons and boxes;
- Drag & Drop protocol support, allowing text and objects to be dragged between applications;
- Background DMA allowing background disk access and formatting.



MagiC now supports window iconify, allowing you to reduce windows into icons that you can re-open with a double-click.

Flying

Running MagiC on a suitably powered Mac (such as the affordable LC475) is a real joy. The system just flies! Even at 256 colours there's no lack of speed and tests show that an LC475 is at least three times faster than a Falcon – about eight times faster than a standard ST.

MagiC takes over the entire screen, but Mac programs continue to work invisibly in the background. A keyboard

shortcut easily switches between the two operating systems. However, programs running under MagiC are suspended while the Mac system is on screen. It is even possible to use the clipboard to transfer text, including RTF (rich text format) if supported, between Mac and Atari programs. A special version of HSModem is supplied to allow you to use the Mac serial ports for Atari comms programs. Depending on the Mac, this gives speeds up to 230 Kbaud.

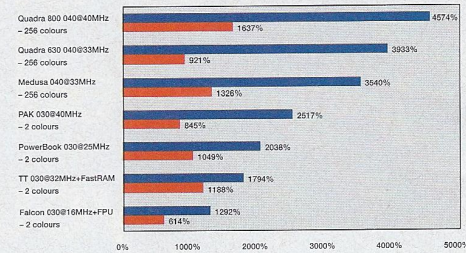
Although the manual claims compatibility with the Mac's built-in virtual memory facility, and the RAMDoubler utility, there are serious problems. The authors are trying to find a solution...

Compatibility is surprisingly good, although you are likely to find that some programs, especially old, non-multi-tasking friendly programs will fail miserably. Most crashes are trapped and a dialogue box enables you to quit the offending program or MagiC safely.

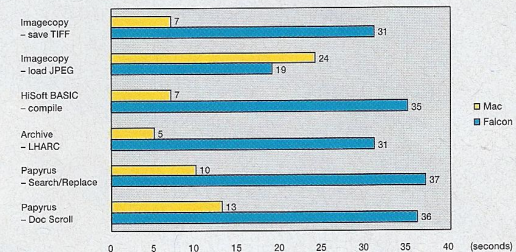
Printing

Printer support on the Mac is a complex issue. MagiC supports any printer with a serial port such as the DeskJet 500 or the Epson Stylus as well as the Mac-specific DeskWriter series. PostScript printers are not supported at present. If your printer only has a Centronics connector, you'll need to invest in the PowerPrint package. Surprisingly, SpeedoGDOS works without any problems although print speed is a little disappointing. This can be helped by using the MagiCMac version of NVDI, available separately.

The screen display is accelerated even more with NVDI although not on the same scale as with the ST. This is

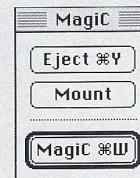


These results were obtained using GEMBench 4 and clearly show how well MagiCMac performs on various systems. The longer the bar, the faster the system – a three-year-old portable Mac gave TT performance! All systems were tested running NVDI 3. A standard STe was the basis for the values shown in the table.



The "real" world. This table demonstrates just how powerful MagiCMac is when run on a top-of-the-range Quadra 800 compared with a Falcon. The longer the bars, the slower the system. Note that the Falcon is still faster at JPEG loading thanks to the DSP. The Mac was between three and six times faster in all other tests. An LC475, for example, would be between two and four times faster.

because many of the accelerated display routines are implemented into the standard version of MagiCMac. Installing NVDI also allows the use of 16 and 24-bit display modes.

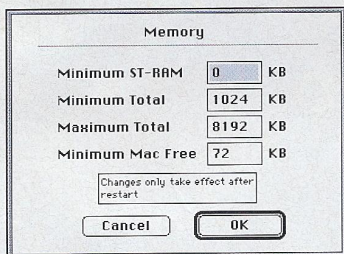


MagiCMac is simply a dialogue box on the Mac's desktop. Hit the Return key to switch to MagiC.

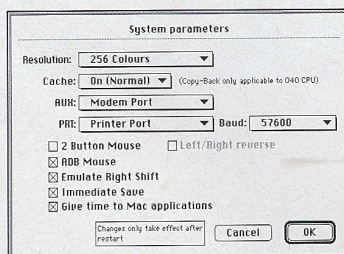
Verdict

MagiCMac is ideal for serious users of Calamus, DA's Layout or Papyrus. Even 1st Word Plus works! Programmers will also benefit from the extra power and speed. However MagiCMac does not provide any sound support beyond basic key clicks and beeps, and will not run any non-GEM games or MIDI and sound-based programs.

If you need improved performance and want to keep your Atari software, then consider this route – but keep your ST for the odd game of Obsession...



The memory configuration for MagiCMac that allows you to determine how much memory is made available to MagiC.



Various hardware set-up options are found in the system parameters dialogue box. These include the screen resolution, mouse set-up and printer port assignment.

MAGIC MAC

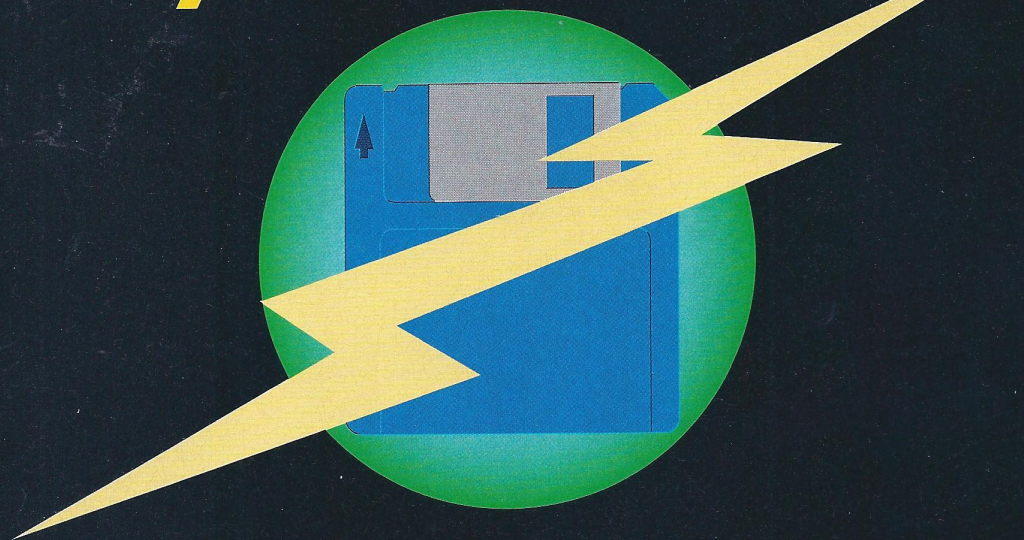
MagiC Mac

Publisher: Application Systems Heidelberg
UK distributor: System Solutions
Contact: 0181 693 3355
RRP: £149.95
Requirements: Any 030/040 based Apple Mac, 8Mb RAM recommended

The Quick Bro

Pros: Highly compatible with newer applications
 • extremely fast • 256 colours as standard
Cons: No MIDI support • no proper sound support
 • problems reading some Atari disks

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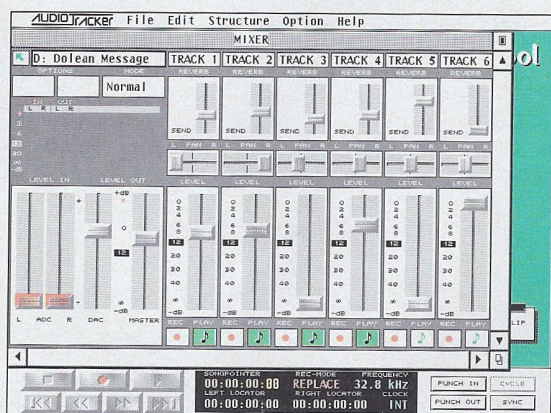
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On the right track



No, it's not another tracker program! It's an eight-track direct-to-disk recording system for the Falcon.

Ian Waugh turns it on, plugs it in and tries it out...



The mixer has one channel for each audio track.

You can, however, link AudioTracker to an external sequencer or sync it to an external clock. It supports MIDI Time Code which makes it viable for pro and semi-pro use and you could use this with an external sequencer.

The Falcon promised the musician affordable direct-to-disk recording, thanks mainly to its DSP chip. AudioTracker and its eight-track recording facilities aim to fulfill that promise.

AudioTracker doesn't need any additional hardware but to achieve eight-track play-back you need a fast hard drive able to transfer data at 1.4Mb per second. The IDE drives in later Falcons should be able to play back four or five tracks at once but the internal IDE drive is not ideal for d-t-d recording. The program includes a SCSI hard disk driver to optimise play back from SCSI drives which are a much better option.

To record at the CD rate of 44.1kHz or the DAT rate of 48kHz you also need an S/PDIF interface. On its own the Falcon supports 49.2, 32.8, 24.6 and 19.7kHz sample rates. For best results you should use 49.2kHz but 32.8 still produces very good quality sound.

Sync

The program is copy-protected by a dongle that plugs into the cartridge port. Alas, the cartridge port is also used by many dongle-protected sequencers. You can't sync to an internal sequencer so you wouldn't need both plugged in at the same time but swapping over is a nuisance.

The first step is to allocate some hard disk space for the recording. CD quality audio (sampled at 44.1kHz) uses 5Mb per minute. A five-minute, eight track song will need 200Mb of disk space.

You can record in mono or stereo, setting levels with the built-in mixer. You can also import AVR and AIFF samples. The program includes a delay and dual 10-band EQ functions although you can't use them both at the same time. You can pan tracks and adjust reverb levels or EQ settings.

You can punch in and out (although this is something I've never been keen on) and record tracks while listening to others. However, be aware that even if a disk can play back five tracks, it may not be able to play three and record two at the same time if it's slow. Tracks can be mixed into a stereo output using the

mixer or you can treat them individually if you have an FA-8 (Falcon Analogue 8). You can mix down tracks internally with no loss of quality.

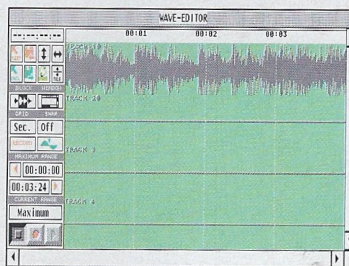
The wave editor has the usual edit facilities including cut, copy, paste and insert. You can alter the amplitude and normalise it too.

One nice feature is the ability to back up your audio recording to DAT (again, you'll need an S/PDIF) and this includes the essential verify option as well.

Verdict

AudioTracker has a few operational idiosyncrasies – it wouldn't show some of the filenames in the file dialogue box, for example. You need a magnifying glass to read the manual, too, and it has no index and the Help file is in German.

If you treat it like a digital tape recorder you'll get on well. However, I tend to think digital editing should be a tad more visual. It misses a Buy Me award by a sample width but if you want eight-track d-t-d recording it's still well worth looking at.



The wave editor lets you edit at sample level.

A U D I O T R A C K E R									
ADC	R	DAC	-dB	MASTER	-dB	-dB	-dB	-dB	-dB
REC	PLAY	REC	PLAY	REC	PLAY	REC	PLAY	REC	PLAY
●	●	●	●	●	●	●	●	●	●
Publisher: SoundPool UK Distribution: System Solutions Tel: 0181 693 3355 Price: £159 inc. VAT Requirements: Any Falcon preferably with more than 4Mb of RAM, S/PDIF for CD quality, fast hard					disk for full 8-track play-back, minimum 720 x 480 display for full view of mixer. Pros: Eight track recording • good mixer • good sync facilities • DAT back-up included Cons: Poor documentation • editing could be better • dongled				

Prophet of Doom



Substation pits you against hordes of evil minions in a three dimensional, deep-sea complex. Nial Grimes attempts a daring escape out of the toilet window...

The entire world has gone Doom crazy and with good reason – very few games can offer the same blend of stunning graphics and fast gameplay. While your STe may not be able to run Doom itself, it can certainly have a good go at Substation because the gameplay is almost identical.

The plot runs thus: in 1996, the Mitsushi Industrial Company (Japan) discovers a way to produce energy from the earth's mantle. A huge power plant is built deep below the surface of the ocean to tap this power but after three years of faultless production (and two minutes after the warranty expires, no

doubt) all contact is lost. It's up to you to probe the secrets of Substation – secrets that would be best left buried at the bottom of the ocean. It's as good an excuse as any to go charging around a three dimensional environment giving the bad guys some aggro.

Shady business

The compromises in the graphics department are immediately visible – out goes the texture-mapped scenery and in its place you will find plain vector graphics. This does wonders for speed and the slick shading keeps the moody atmosphere intact. The question is whether Doom-style, simplistic gameplay can hold enough attention without the gob-smacking graphics to back it up.

Initial indications are good. There is only so much you can do with the point-and-shoot concept but the maze-like station has no shortage of alien hordes, or power-ups for that matter. However, the most exciting aspect of Substation is that it can be played by

In pure grey surroundings it's easy to get lost, but the map at the bottom of the screen helps out.

The presentation is as polished as any game seen on the ST and the sound effects should be something special.

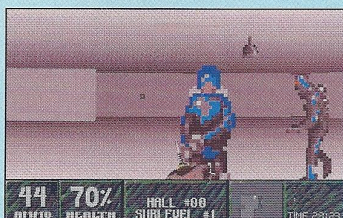
up to four people over a MIDI network. In true Doom manner, characters are horribly pixelated once they get up close to the camera, but you are usually too busy running in the opposite direction to notice that! Naturally the enemy are sufficiently stupid to leave medical kits, ammunition and security cards lying about all over the place. The lack of scenery in general does create some problems in gameplay terms – basically everywhere looks the same, save for a slight adjustment in the light level and shade of the walls. The programmers have obviously spotted this and an automatic mapping system at the foot of the screen takes the strain.



If the intro is anything to go by, the sound effects in the finished game will be pretty awesome too. And for that authentic console feel, you can plug and play with a Jaguar Powerpad.

Sublime or substandard?

Substation promises the atmosphere and gameplay of Doom on the STe – a remarkable achievement by anybody's standards. As for the playability, we'll just have to see what the finished product brings, but do bear in mind that Unique Development was responsible for Obsession (rated as the best STe game ever released by nearly all who played it). Methinks it's gonna be big...



The walls and floors lack textures, but pixelated characters add "authentic" Doom atmosphere.

SUBSTATION



Publisher: Unique Development Sweden
UK Distribution: Merlin/JCA Europe
Contact: 01452 770135/01734 452416
RRP: £24.95
Expected Release: Mid-1995
Requirements: STe or Falcon030, 1Mb of memory.

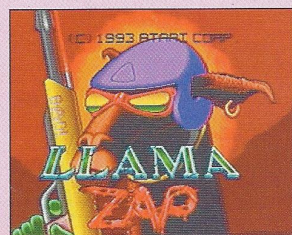


Knock out the power plants before the sheep mutate into killer robots – oh, it's pure Minter all right.



A test flight is definitely recommended unless you want to get vapourised in ten seconds flat!

Holy cow!



Llamazap is Jeff Minter's tribute to the Falcon. With the suitable

Sheepskin attire, Nial Grimes searches for mutant sheep...

Jeff Minter is a man who knows what gameplay is all about – you only have to look at Llamatron. Atari obviously recognises this talent too; the company commissioned him to write one of the Falcon's first games. Yes, it's been hidden away in Atari's vaults for what seems like decades, but Llamazap is finally ready to rock the world...

At no point are you left in any doubt that this is a Minter production – the game opens with a huge gun-toting Llama and things just get wackier from there. The first level pits your ship against giant, mutant camels and the remaining stages are just as weird. The style of play is hard to describe as it changes so often, but Defender is the overall theme with graphics to die for.

Those expecting a gentle start, with several wake-me-up-when-it's-over levels, will be in for shock – Llamazap is

hard! Without the right strategy, you will be splattered all over the virtual floor in a matter of seconds. Fortunately, a test level is included to allow you to experiment with the three available ships and get to grips with the powerups, accessed via the Jag controller keypad. Movement controls are intuitive and by holding down the fire button you can let off some rounds while flying backwards – ideal for disposing of advancing camels.



intro music and you are left in no doubt where the inspiration for the Tempest 2000 soundtrack came from. Heavy guitars also put in an appearance along with sampled sheep noises (*you what? – Ed*) and explosions. These are backed up by the psychedelic effects you'd expect from the author of something as way out as Trip-a-Tron.

The one thing that Llamazap hasn't got on its side is simplicity. This vital ingredient is lost somewhere in between choosing the ship that's likely to prove best for the circumstances and messing around with powerups. On the other hand, Llamazap is a lot of fun to play once you've mastered the controls and it's incredibly varied. You simply don't know what the next level is going to throw at you but, one thing you can be sure of, it will feature enough colour to make your eyes sting and have a good sprinkling of a certain type of livestock. Complete all 25 stages and you'll probably be tempted to buy a Jaguar and Tempest 2000 to go with that Powerpad.

Shades of Llamatron

Practice sessions out of the way, it's on to the game itself – no less than 25 stages of maniacal blasting. A transparent map at the top of the screen shows you where the bad guys are and a bonus round is thrown up after five stages. This is where shades of Llamatron start to seep through heavily but just to keep it fair, Asteroids and Gridrunner are also given a tribute along the way.

Smashing sonics add atmosphere to the experience – listen to Llamazap's



LLAMAZAP	
Publisher: 16/32 Systems Contact: 01634 710788 RRP: £24 Requirements: Falcon030, Jaguar Powerpad controller.	Pros: Colourful graphics • superb soundtrack • fast action Cons: Steep learning curve • manual protection (grrr!) • complex powerups

Iron Soldier



Master blaster Iain Laskey turns into a forty foot man of metal and rampages his way round another Jag game. And nothing's gonna stop him...

Iron Soldier puts you in charge of a forty-two foot high robot known as an IS or Iron Soldier. Your job is to defeat the Iron Fist Corporation, an evil entity that has replaced every one of the world's governments with a military dictatorship. Your robot has been captured from the enemy and with it rests the hopes of the resistance movement. The aim of the game is to complete 16



(above) Plenty of explosions and challenging gameplay - what more could you possibly ask for?



A static shot cannot show just how good these choppers look in action.

missions. Each mission requires you to destroy a target or penetrate enemy positions. At the start of each one, you have to equip your metal mammoth with the various weapons you will need to complete the task. These range from assault rifles and grenades through to the ultimate weapon, a cruise missile.

Once the game begins, you can start blasting your way around. The main enemies are tanks and helicopters and these can be easily dispatched with a quick shot of your guns. More advanced missions introduce super-tanks, planes and other nasties which are harder to deal with.

Vandals 'r' us

You can tread on tanks that get too close or punch buildings until they collapse, often revealing hidden ammo or new weapons that can be picked up. Later missions can be very tough unless these newer weapons have been found so it's well worth doing some serious city demolition as you wander about.

Different buildings have differing properties. The fuel tanks have to be treated carefully as shooting one can create a chain explosion, damaging your robot. The control towers have to be destroyed quickly as they help to co-ordinate the enemy.

Unlike other weapons, the cruise missile has to be controlled all the way to the target. When fired, the screen changes to show the view from just behind the missile as it flies along. You

have to guide it around buildings and other obstacles to the target. You can even fly it around yourself if you want to!

Graphics are impressive with a good sense of 3-D. As you walk, you can look around to see what's going on. You can even look down to admire those iron legs stomping about on the enemy. The explosions are excellent with a mixture of huge flaming blasts and big chunks of debris flying about. On later levels it's well worth getting a set of big guns and shooting the place up to see the spectacular carnage.

Helicopters and tanks are particularly well done with texture mapped surfaces that look very realistic. Some of the buildings have excellent shading that shows off the Jaguars huge palette of colours to good effect.



The cruise missile is the ultimate weapon; once launched, it can be flown, flight-sim style.

The sound matches up to the graphics with a range of suitable moody tunes and good sound effects. In case you can't wait to hear the tunes for later missions, the options screen lets you hear them all.

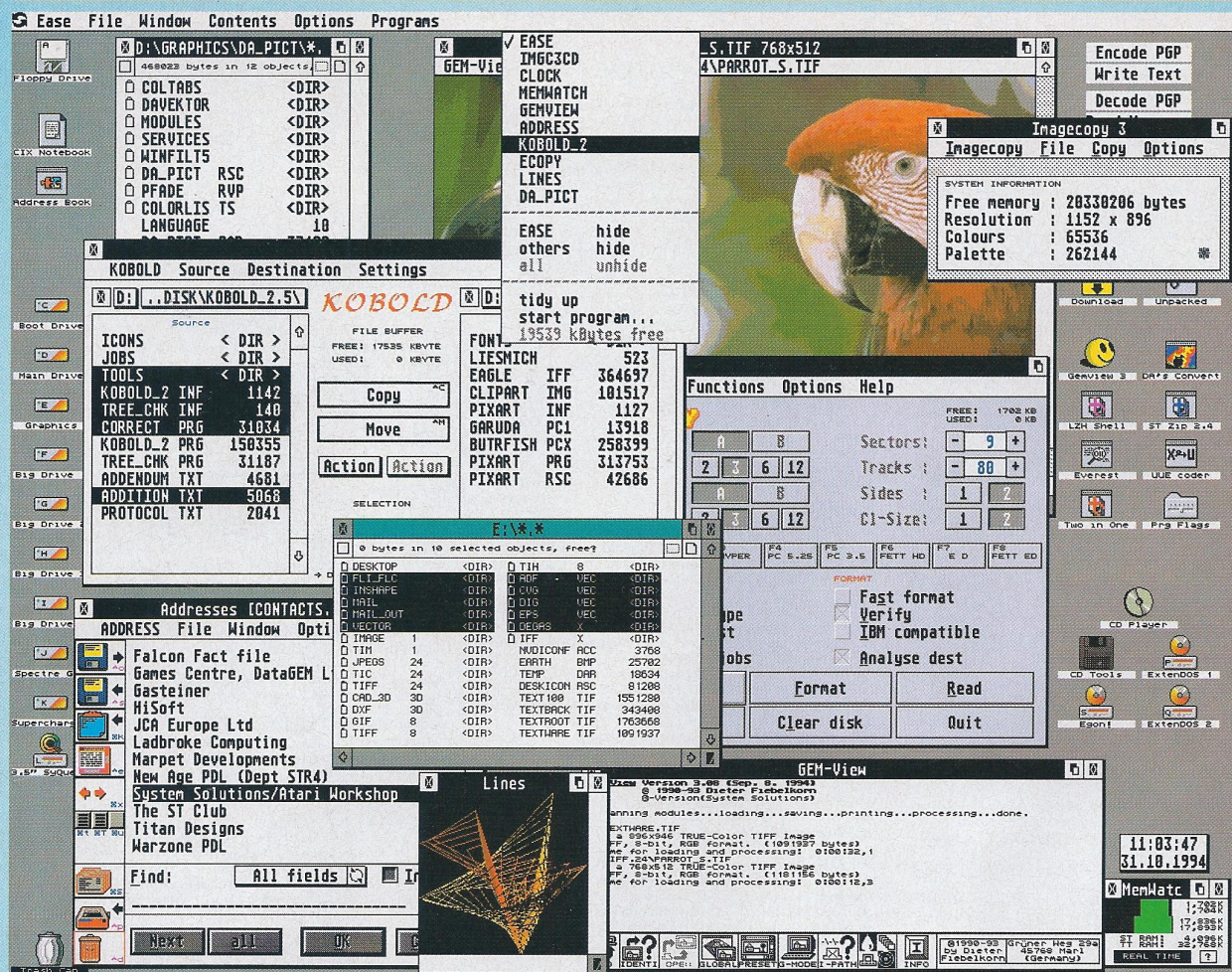
Unlike many Jaguar games, the delay as each mission loads in is minimal. The game remembers which missions have been completed and any new weapons you have found. To round off the package, you get a joystick overlay and the manual has a replica of this for photocopying in case the original gets mislaid. Nice one, Atari!

Verdict

Atari has a winner on their hands with Iron Soldier. It's great fun to play and the missions often require some serious thinking rather than brute destructive power to complete them. The graphics and sound are well up to scratch too. This really is the sort of game the Jaguar was designed for.

IRON SOLDIER	
Publisher: Atari Europe Contact: 01753 533344 RRP: £49.99 Requirements: Atari Jaguar	Pros: Great graphics • good gameplay • moody sound effects Cons: Too few missions

MagiC Multitasking



MagiC is undoubtedly the best multitasking software available for the Atari. It is true pre-emptive multitasking and a full TOS replacement that runs so fast, it really does seem like MagiC! It runs on all ST, Mega and TT computers with 512Kb of memory, but 2Mb is recommended for a useful working system. MagiC Desk, a replacement desktop, and a powerful command shell are included. It has a very fast disk-filing system; accelerated serial, MIDI and printing routines. MagiC is excellent with Calamus SL and even compatible with Notator Logic but please note that some MIDI programs like Notator SL and Cubase are not compatible with any multitasking software. Also available for Apple Macintosh 030 and 040 computers!

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AW Issue 1

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ATARI World

The essential guide for all Atari computer users

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Loud 'n' Clear

*The response to last month's survey has been staggering
– over 1,000 replies in less than two weeks!*



"First and foremost let me say a great big congratulations on the first issue of Atari World. As you so rightly guessed there are heaps of bods out here who just don't want to be lumbered with the expense of buying PCs and Macs, and many like me who just couldn't afford them..."

JB, Perthshire

"I would like to take this opportunity to congratulate you for the first issue of Atari World. I am from Germany and have read Atari-specific magazines since I decided to buy my first ST 8 years ago. German magazines like ST Magazin, TOS and ST Computer provide information about my favourite computer in a competent manner. In England I found only one magazine that satisfied my expectations. After the closing of Atari ST Review it seems Atari World is worth becoming its successor. Atari World is a magazine that informs its readers in a professional style and I would like to continue the support of a well edited magazine."

PJ, Nottingham

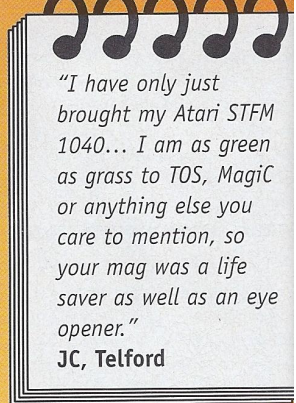


"Layout is marvellous, very easy to read..."

KM, Kings Lynn

"Just a few lines to say 'thank you' for going to the trouble of producing a fine mag for the ST. If it was not for people like yourself the ST would be gone forever. I am an ST user and always will be and, of course, I will always be a reader of your mag... Atari for ever!"

BR, Cheshire



"I have only just brought my Atari STFM 1040... I am as green as grass to TOS, MagiC or anything else you care to mention, so your mag was a life saver as well as an eye opener."

JC, Telford

"Great to have you all back. Subscription to follow..."

Congratulations on issue 1."

MW, Southampton

"An excellent start. My only reservation is that articles which only apply to the Falcon should be confined to Atari Pro. I shall certainly subscribe."

WY, Cheshire

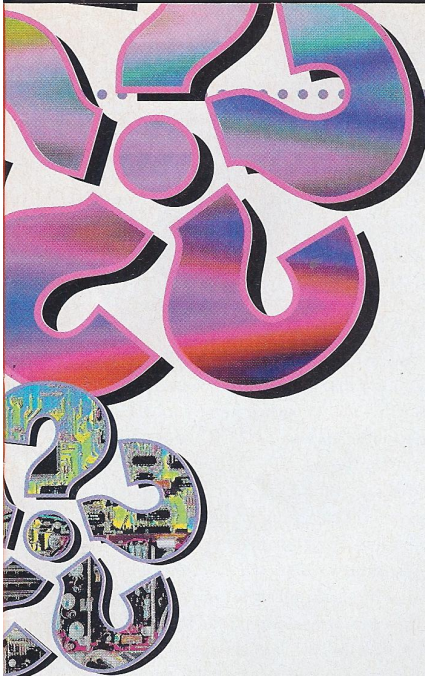
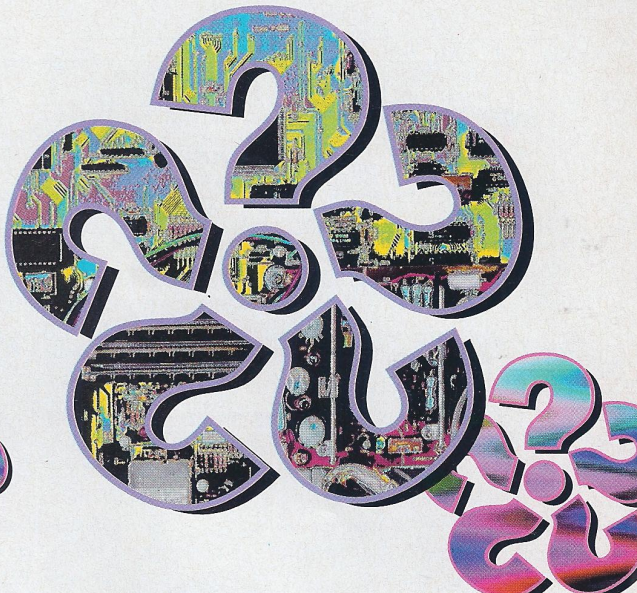


"Long live Atari. Please find a better way of keeping the 3 mags together. Keep it up, roll on issue 2."

NE, Kent

These are just a few of your comments taken at random. Your replies will make the Atari World survey the definitive guide to what you want to read. It will shape our editorial policy. We have already learnt some lessons – the paper in issue 1 was too thin (not by our choice, it was the only paper our printer could get!). Also, the polyband for the three magazines does not work – they fall apart too easily. We'll fix that for issue 3.

We have extended the deadline for the survey returns to 31st May. If you have issue 1 and did not send us your survey, please do it now. Your survey return really will make an impact on what you read in your Atari magazine.

Second none^{to}

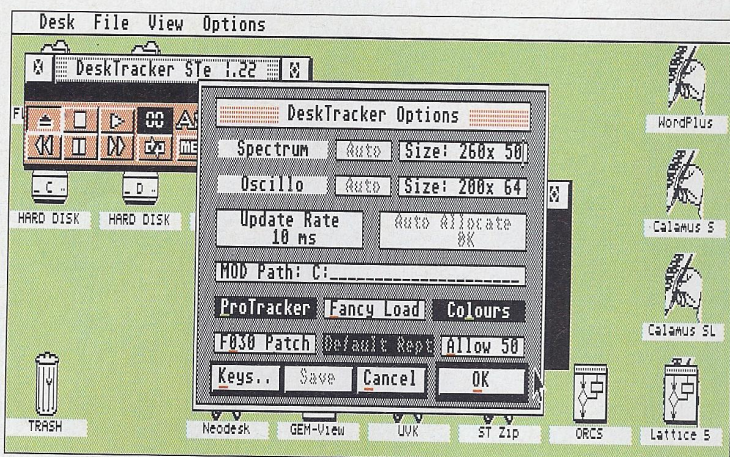



In the market for a new computer? Nial "fly-pitcher" Grimes sets up a make-shift table and guides you through the ST-buying minefield...

Believe it or not, the ST has been with us for over a decade, and anybody using a machine for that length of time has a perfect right to itchy feet. Is it finally time to upgrade to a PC or a Mac? Well, why bother when there are upgrade options that won't involve any cold turkey from your favourite applications? Yes, an awful lot of progress has been made over the past ten years and you can really benefit by stepping up to a later machine.

Although new STs are in short supply, there are huge stocks available on the second-hand market. Many of these have been owned by adolescents who swiftly moved onto game consoles and as a result are in very good condition and can often be picked up for a song.

No matter whether your ST has reached the end of its



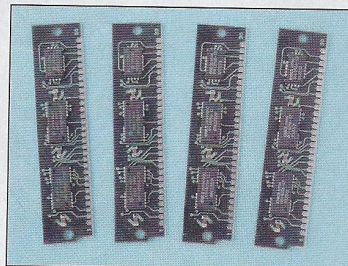
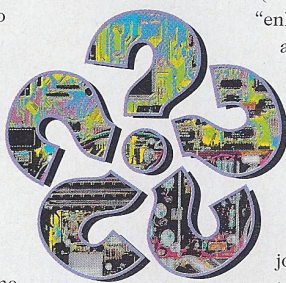
working life, or you just feel like a change, the second-hand market has something to offer, but which machine should you go for? Is it really worth holding out for an STe? Let's take a look at the advantages offered by each model...

Evolution

The ST was born in 1985 and since that time has gone through a number of mutations. The original ST suffered with an external floppy drive and power supply, but Atari soon saw the error of its ways and bundled the lot into a neatly proportioned case; the STFM was born.

Along with it came a range of professional machines called the Megs, featuring the long-promised blitter chip (to speed up the screen display) and a new version of the operating system to go with it.

The largest upgrade to the range came with the release of the STe in 1989 (the "e" standing for "enhanced"). It was basically an attempt by Atari to squash the Amiga, which was rapidly gaining ground in the games market. The type of improvements reflected this fact: hardware scrolling, filtered stereo sound and analogue joystick ports – hardly the sort of stuff that would make Calamus users' hearts skip a beat. Nevertheless, the blitter chip and memory expandability are very useful.

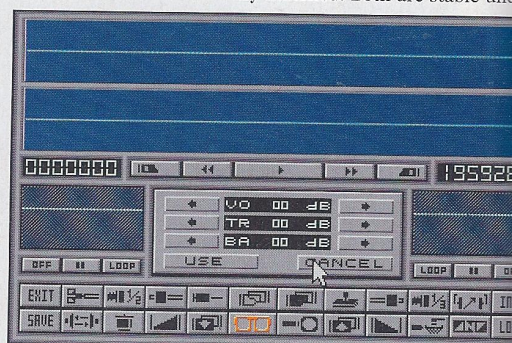


Most soundtracker programs offer improved replay quality and even extra channels on the STe.

Low quality samples can sound a bit rough, but the STe's filters smooth them out nicely.

The operating system has been continually upgraded to keep apace of bugs and the new hardware. Steady improvement was inevitable and while looking for a machine, it makes sense to go for the later releases. Versions 1.0 (Rainbow TOS) and 1.62 (STe only) are extremely robust. 1.06 on the other hand is a bit of a rogue and contains some irritable bugs: most notably, a "compatible" disk format that isn't, a real attitude problem when it comes to booting in medium resolution.

In terms of usability, STes and STs with Rainbow TOS are quite evenly matched. Both are stable under



The STe's memory can be upgraded with SIMM boards, as used in Macs and PCs.

pressure and relatively bug-free, discounting perennial problems such as modem flow control (easily fixed with software patch). Only the technical specification set them apart, so what advantages are there to owning an STe in software terms?

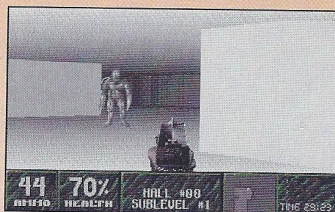
The soft option

Compatibility right down the ST line is generally very good. At every upgrade stage there were casualties, but games were usually the root of the problem. The STe may not have been taken off as quickly as Atari would have liked, but there are an awful lot of programs out there that

A flow control bug is present in most versions of TOS, but plenty of patches are available to cure the problem.

A STe in the right direction?

The STe offers many technical improvements over the standard ST and most apply to entertainment software. For example, hardware-assisted scrolling allows the screen to be moved instantly and



Games are the STe's strongest suit; hardware scrolling, stereo sound and a blitter chip see to that.

smoothly in any direction, while the blitter chip helps out in handling sprites.

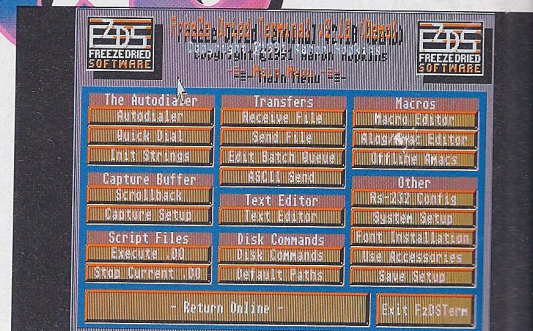
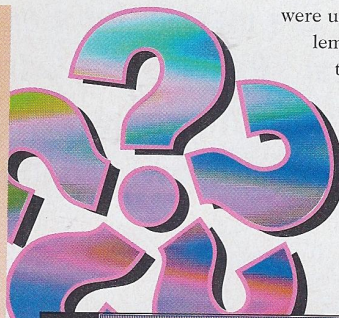
The "e" also stands head and shoulders above the ST sonically. Two channels of sampled sound (left and right stereo) can be played at one of four rates, stretching from 6.25kHz though to 50kHz. Line-level audio sockets to the rear of the machine

can be plumbed directly into most Hi-Fis and allow you to appreciate these audio features fully. The ST's standard sound chip is also blessed with the gift of stereo; I'll let you decide if that's a good thing.

Quite a number of differences lie "under the bonnet" too. Not only can you upgrade the memory easily, but a "processor direct socket" makes it simple to fit certain accelerators and emulators. Advanced controller ports round off the hardware deal – some games make use of these if you've got a Jaguar controller to plug in.



The controller ports on the side of the machine accommodate a Jaguar Powerpad and sound is fed via the sockets on the back of the STe.



How much?!

There is no such thing as a set price for a piece of computer hardware, but you might like to use the following as a guide:

Machine	Second-hand Price
520STFM	£50-£60
1040STFM	£60-£70
Mega ST 2	£90-£100
Mega ST 4	£100-£110
520STe	£60-£70
1040STe	£70-£80
MegaSTe 2/40	£190-£210
TT 4/40	£300-£380
Falcon030 4/65	£380-£480
SM124 Mono monitor	£50-£60
SC1224 Colour monitor	£50-£60

Prices indicated are for a stock machine in good condition.



Peripherals, such as an SC1224 colour monitor, are often bundled with second-hand machines at rock-bottom prices.

use the extra abilities. All GEM applications benefit from a blitter and most art packages will also take advantage of the improved colour palette (4,096 as opposed to the ST's 512). EZ-Art Professional is an ideal example.

The sound hardware is equally well catered for. Just about every sampling package sold within the last five years has an STe option to smooth out the crackles. Many tracker programs also allow extra channels to be used because the actual replay is handled without any help from the main processor.

STe-specific games, of which there are a few, tend to exercise most of these features. Early on we were treated to enhanced versions of Sleepwalker, Vaccine, and Chronicles of Omega. More recently, various

independent publishers have been wringing every last ounce of power from the machine with titles such as Obsession, Team and Substation. Less concerned about financial considerations, the public domain has consistently turned out bundles of STe-enhanced games and demos.

Second choice

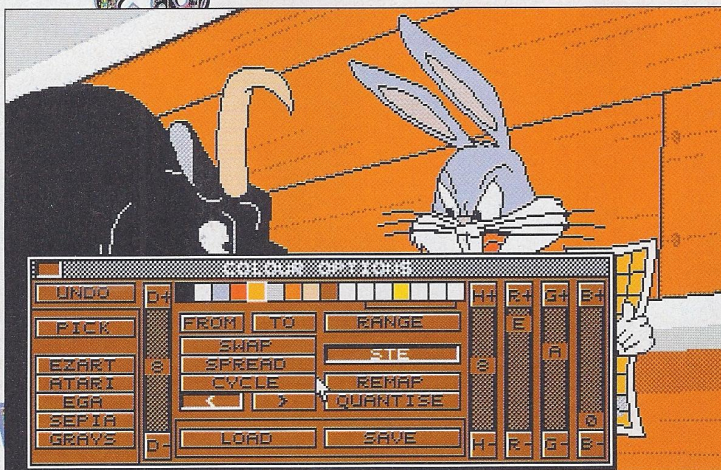
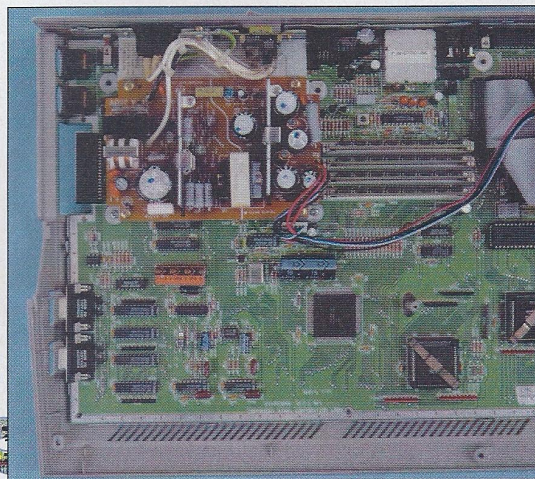
STs are reliable beasts and so make a sound second-hand buy. The local paper or "Free-ads" style magazines are usually the best places to look for a bargain.

There are several questions you really need to ask before reaching for your wallet. The age of the machine is obviously important, as is the TOS version, the disk drive (single or double sided), the amount of memory and so on. A system analysis program, such as Profile 2, is very handy in sussing out these details.

The weakest point of the ST has always been the power supply, and

(top) Beware of dodgy power supplies when buying an early ST; they're not very cheap to replace.

(bottom) A jump from 512 to 4,096 colours allows the STe to use more subtle colour fades.



Dozens of flashy public domain demos are willing to show off the STe's potential.

Make do and mend?

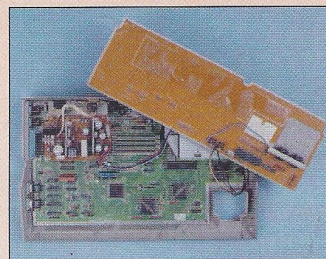
In theory, dozens of things can go wrong with an ST, but in reality very few things do. Power supplies can be a bit of a headache but other than that, a second-hand machine should be fine as long as it can be shown running a variety of software.

Most design problems had been well and truly sorted out by the time the STe arrived, but early "e"s do suffer from hard disk problems. Random sense errors (displayed in the top right hand corner of the screen) and "Data on drive X may be damaged" messages are the symptoms, and the modification can cost over £50.

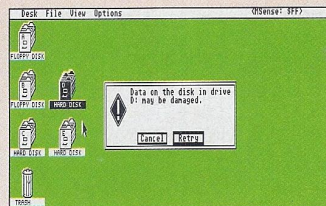
A quick look at the price table below will tell you that it's not worth buying a broken machine, unless the repair is extremely straightforward. Of course, the situation is different if your own machine (complete with upgrades) decides to die. In this case, a repair can be a good idea. System Solutions, Compo, Ladbroke Computing, First Computer Centre and several other companies offer a repair service, and most can provide a quotation for a fixed fee. Here are a few examples of the prices you can expect to pay:

Repair	Cost
PSU	£35
68000 central processor	£30
Internal disk drive	£35
Keyboard	£65
Floppy controller chip	£30
Glue chip	£40
Video shifter chip	£40
Blitter chip	£40

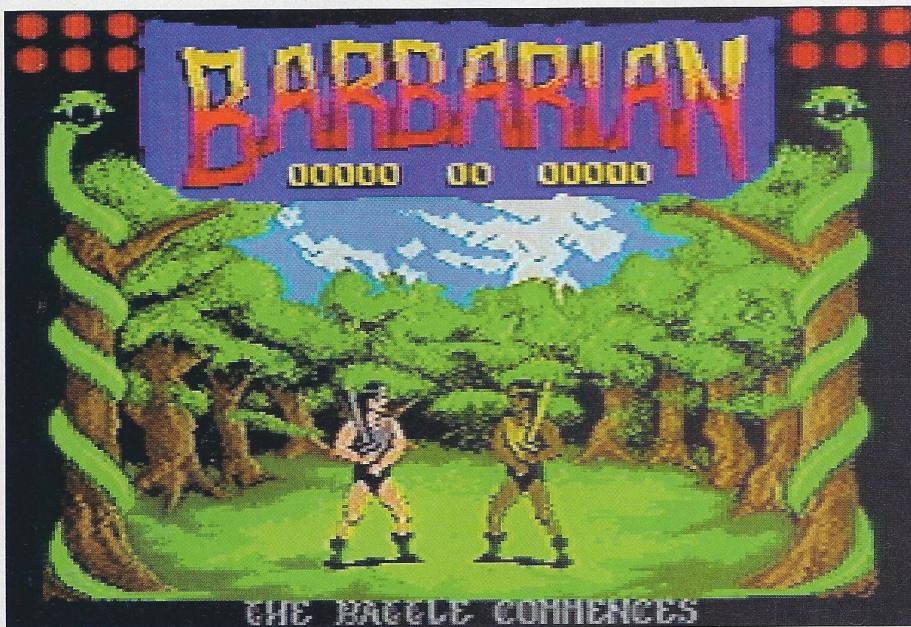
All prices are plus labour and can vary widely from supplier to supplier. Phone around for the best price.



Certain simple ST repairs are worthwhile, but often a new machine is a better bet.



Early STes eat hard disks (or at least, they corrupt the data on them) and the required modification can be expensive.



they're quite expensive to replace. A crackle as you flick the power switch is acceptable, but moderately loud buzzing during operation can be a sign of impending disaster. Even if you are prepared to accept the risk, it's worth using as a bargaining point. The same goes for DIY upgrades – just about anybody can fit a couple of memory modules to an STe, but accelerators are a different matter; beware of bodge jobs.

Having decided on the machine you want, it's all down to agreeing a reasonable price. You can use the table in our "How Much?!" box as a rough guide – don't be tempted to pay too much, but recognise a good, clean machine when you see one.

Remember that software rarely adds much to the value of a second-hand computer. However, a slightly

overpriced machine with a couple of titles that you want can be a good buy. To a degree, the same can be said of memory and TOS version; there's little reason in pursuing a half meg machine with TOS 1.0, when a 1040ST with

Rainbow TOS can be bought for around the same price.

All the while, remember to take your time and be polite – if the vendor is cagey, he either doesn't want to sell or has something to hide. Be equally suspicious if he refuses to provide a receipt purely as a proof of purchase.

Step right up!

ST or STe? That is the question. Both machines have their advantages: the STFM is slightly more compatible with older software and cheaper. The STe on

Some older games are not compatible with the STe, but anything released after 1990 should be just fine.

the other hand feels faster thanks to its blitter and also boasts a range of exclusive software. It also shows the benefits of several years of development – a more dependable power supply plus easy memory and TOS upgradeability are cases in point.

Rest assured that there is life beyond a 520STM. If you are happy with the machine you have, enjoy it. If not, think about the benefits that an STe has to offer: more software, more speed, more reliable, and all for very little money...

Heavy metal

The ST and STe are undoubtedly the most successful machines Atari has ever released. However, they by no means represent the whole range of TOS computers. High-end machines are also available on the second-hand market.



Bargain Falcons are available if you look hard, but early models need modifications to run top-end music software.

The MegaSTe is probably the best upgrade from a "compact" ST. It's twice as fast as a standard machine and features a far better keyboard. There is also plenty of room for expansion; not only is the case itself more roomy, but a VME slot makes it straightforward to add a graphics card. The TT is essentially a grown-up version of the machine – it features a more advanced processor (the 68030) and also boasts some very usable screen modes (640x480 in 16 colours, for example). Prepare to look hard for this one though..

Falcons, on the other hand, are quite plentiful, and can be a very good buy. Find the right person and you could walk away with a 4M machine for around £400, and that will probably include a 65Mb hard disk. Do be careful if you intend to use the machine for direct-to-disk recording though – the modifications that early models require can quickly turn a "bargain" into a costly experiment.



The TT has a more advanced processor and some very usable screen modes – but you'll have to hunt hard for a bargain!

GEMBench File Test Windows Help			
GEMBench			
File Test Misc.			
Test	Time	Ratio	Statistics
GEM Dialog Box:	0.000	----	Display: 94%
VDI Text:	0.000	----	CPU: 0%
VDI Text Effects:	0.000	----	
VDI Small Text:	0.000	----	ST F1
VDI Graphics:	9.200	94%	STe F2
GEM Window:	0.000	----	MegaSTe F3
Integer Division:	0.000	----	TT F4
Float Math:	0.000	----	✓ Falcon F5
RAM Access:	0.000	----	Emulator F6
ROM Access:	0.000	----	User Sets F7
Blitting:	0.000	----	☒ FPU
VDI Scroll:	0.000	----	☐ 640x480x2
Justified Text:	0.000	----	☐ 640x480x16
VDI Enquire:	0.000	----	☐ 640x480x256
New Dialogs:	0.000	----	

A benchmarking program comes in handy if you intend to buy an accelerated machine.



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Eagle Power



As the hopes of seeing a new computer from Atari diminish, hardware wizards and smaller companies are now producing their own alternatives.

First the high-end Medusa, then the C-Lab Falcon Mk II and now the GE-Soft Eagle joins the list of Atari-compatible third party computers. Could the Eagle bring a breath of fresh air to the Atari market? Ofir Gal finds out...



The Eagle is a TT-compatible system that features a fully modular and upgradable design. In more than one way, it looks like the computer Atari should have produced to follow the TT. A tower case, an external keyboard, plenty of upgrade slots and easy memory expansion as well as a full set of serial ports make this an ideal system.

The system is housed in a medium-sized tower case. The case measures 40 by 16 by 40cm and has three vertical drive bays. A respectable 200W power supply with a temperature controlled fan is used to power it. The back of the Eagle features an array of ports – maintaining a high degree of compatibility with the TT and ST.

You will find MIDI ports, a full set of four



serial ports, a printer and cartridge ports.

The system is shipped with TOS 3.06 and 4Mb of RAM. The internal RAM board sports 20 SIMM slots that can take the memory up to 270Mb. The Eagle has a TT compatible VME bus that can take graphics cards such as the Nova or Matrix cards. On a suitable SVGA monitor, resolutions such as 800 by 600 or higher can be used, running in 256 or even true colour.

The TT's performance was held back due to a design which meant that while the main processor was running at 32MHz, the rest of the system was pacing along at half that speed. In contrast, the Eagle board runs at full speed, thus removing this bottle-neck and achieving better performance. The increase in speed is around 30% compared to a TT. Further, unlike the TT, the ST RAM is just as fast as FastRAM.

Compatibility

Due to the highly compatible design, almost every program works. I have tried a number of programs that I normally use on my Falcon and they all worked very well and much faster. The Falcon was still faster at JPEG loading thanks to

the DSP and of course has the advantage of being able to run Cubase Audio.

Practically any application or utility that is "well behaved" and runs on the TT and Falcon should also run on the Eagle. Most games will not run, although there is a growing number of GEM-

based games that should work without any problems. The Eagle has no DMA



sound, unlike the STe and TT, so any program that requires this hardware will also fail to work. It does however have the same Yamaha sound chip that was used in the ST. It should also be noted that programming tools such as MonST and SysMon cannot work with the current version of the Eagle due to lack of standard ST resolutions.

Verdict

The Eagle performs rather well. It is faster than a TT and much faster than a Falcon. It is powerful enough to run at 256 colours or true colour without a perceivable performance hit. The performance chart demonstrates how well it fares in comparison with other Atari computers as well as the Medusa and the PAK 3 accelerator. You can also expect a doubling in speed when the 040 upgrade becomes available. Thanks

The 040 Upgrade Scheme

All current Eagles are shipped with a 68030 board. GE-Soft are planning to provide all owners with a free 68040 upgrade board. The 68040 is clocked at 32MHz (internally double-clocked) and contains a floating point unit. The board is very easy to install since it simply fits into one of the Eagle expansion slots. No soldering is required!

SuperNova Graphics Card

The inclusion of this powerful graphics card makes the Eagle an ideal system for photo retouching and desktop publishing. The board features the ATI Mach and 2Mb of VRAM. The SuperNova Mach 32 card is capable of displaying any colour mode from monochrome to 24-bit colour at high refresh rates, producing a clear flicker-free display. The 2Mb configuration can display screen resolutions such as 1280 by 1024 at 256 colours, 1024 by 768 at 16-bit or 800 by 600 at 24-bit colour. The Nova card includes its own VDI but is also compatible with NVDI 3.

The tower case is large enough to fit as much memory as you'll ever need, a graphics card and up to four disk drives.

Technical Spec

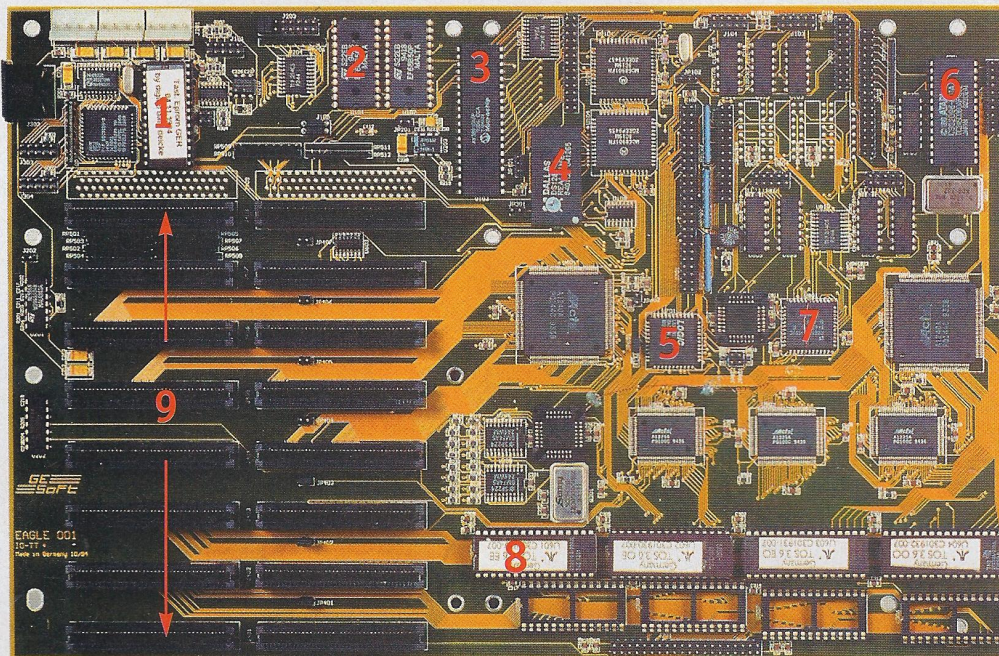
The Eagle is shipped in a tower case and configured according to the user's requirements. The basic system consists of a 68030 running at 32MHz (easily upgradable to a 32/64MHz 68040 CPU), an FPU, a 320Mb SCSI hard disk, an external keyboard and 4Mb of RAM. The basic package also includes the Nova Mach II graphics card. Due to the modular design, a system can be ordered with any extras you like, be it more memory, a SyQuest drive or a larger hard disk.

CPU:	68030/68882 @32MHz (free upgrade to 040), 32-bit bus.
Ports:	ACSI, SCSI, 2 modem ports, 2 serial ports, LAN, Parallel, MIDI in and out, VME, ROM (cartridge port), TT keyboard port, PC (MF2) keyboard port, ST mouse.
Memory:	4Mb upgradable to 14Mb ST RAM and 256Mb TT RAM.
Bus System:	8 Eagle Channels, each of which is a full range bus with all signals present.
Storage:	High density floppy drive, 320Mb SCSI hard disk. Up to four drives can be fitted internally.
TOS:	3.06.
Video Hardware:	SuperNova Mach64.
Display:	15-inch multi-sync colour monitor (optional).
Other Options:	Internal CD ROM drive, SyQuest or magneto-optical drives plus a one year warranty.



Apart from being TT compatible, the Eagle's most important feature is the set of eight expansion slots that GE-Soft call "The Eagle Channels".

- 1 - PC keyboard controller
- 2 - MFP
- 3 - Yamaha sound chip
- 4 - Centronics controller
- 5 - SCSI controller
- 6 - Video
- 7 - SCC
- 8 - TOS 3.06 ROMs
- 9 - Eagle Channels (eight)



to the built-in graphics card, I was able to run my favourite applications in glorious colour.

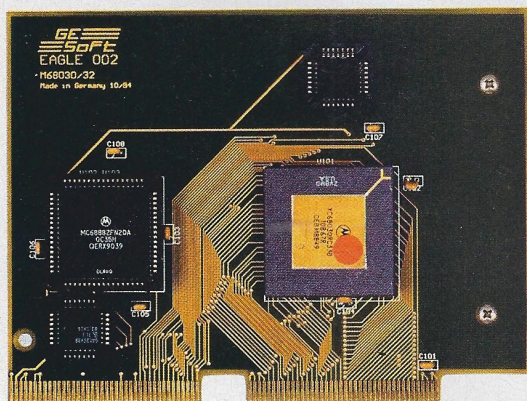
While compatibility is very good, there are a few things to consider before taking the plunge and getting one of these high flying beasts. MagiC does not currently work on the Eagle (as is the case with the Medusa). The differences in the hardware require a special

version of MagiC to be written, although this only involves minor changes. Fortunately, an Eagle happy version of MagiC 3 is planned. There are no problems running MultiTOS and Geneva and the Nova card which is included as standard supports NVDI 3. The Eagle is the perfect solution for the serious user who requires upgradability, extra memory, extended graphics and raw power.

The Future...

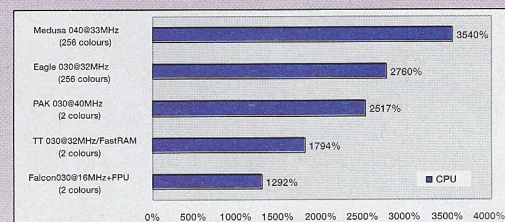
GE-Soft had various difficulties completing this project and the Eagle is already more than a year late which is a real shame because it is a great machine. The future still looks rosy, though. An ST compatible graphics card is planned which will allow the use of programming tools such as debuggers, and possibly allow some games to run.

A 68060 board is also planned, and this will almost quadruple the performance of the Eagle. Additionally, a Falcon compatible sound system and DSP board are on the cards for compatibility with programs like Cubase Audio. The Eagle's design opens the door for various add-ons and only time will reveal its full potential.



The 32MHz 68030 and maths coprocessor that neatly slot into an Eagle Channel.

Performance



This chart shows how the Eagle compares with other Atari systems. The figures were obtained using GEMBench. These are the averages of the integer division, floating point math and memory access tests and should reflect the true feel of the system.

The Eagle is about 30% faster than a TT and more than twice as fast as a Falcon. However, when running in colour modes the differences in speed become more noticeable. The Falcon gets progressively slower as more colours are displayed while the Eagle maintains its performance. Screen update speed depends on the graphics card and of course the resolution in use. The SuperNova is very fast and performance can be pushed further using NVDI 3.

Unfortunately, we did not have the Eagle for long enough to perform more extensive tests. When the 040 version appears these figures will shoot up towards the Medusa; it will be interesting to see which one performs better.

EAGLE

Manufacturer: GE-Soft
UK distributor: Gastainer
Contact: 0181 345 6000
RRP: £1699 (£1999 with 15-inch monitor)
System: 4Mb RAM, 320Mb hard disk, keyboard and mouse

Pros: Fast and powerful system • good compatibility • fully modular and upgradable design • can be customised
Cons: Does not run MagiC • debuggers do not work • propriety bus interface

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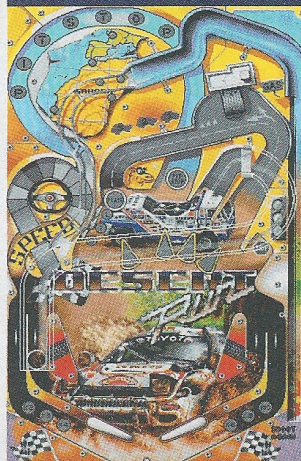
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A 1040 STe will usually have four 256Kb SIMMs. In order to upgrade you need to replace these with two or four 1Mb SIMMs to give either 2 or 4Mb of memory.

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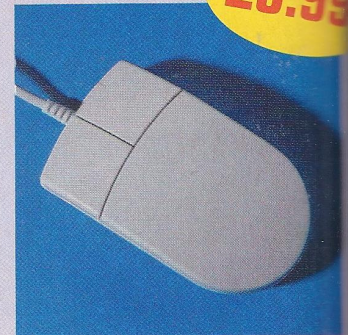
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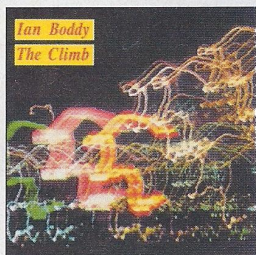
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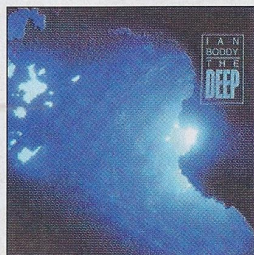
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Boddy *language*

Ian Boddy is one of the most well-known musicians on the UK's electronic music scene. He composes, plays live gigs and owns his own record company. Ian Waugh met up with him at his Something Else Studio to discuss music, composition, sequencing and life with an ST...



How it all started and right up to date – *The Climb* was originally released on vinyl in 1983, while *The Deep* is Ian's eighth album.



Over the past 12 years, Ian Boddy has released eight albums and performed over 60 concerts. Not a particularly amazing feat, you may think, but he is an independent electronic musician, not one of the rock and pop brigade.

His Something Else Studio is a mix of modern digital equipment and old analogue synths. Ian is enthusiastic about his music and he begins by talking about the ubiquitous Atari ST which sits above the main work area.

"I originally started writing *Jade* on the MC500 and half way through I bought the Atari, a 1040STF. That was 1987. I've never had it upgraded. It still has 1Mb of RAM and it's never broken down. I still have one of the original SM125 monitors.

"I use Cubase version 2.01, I think. It's certainly not the latest version but it does everything I need. There's only so much time. I have so many bits of gear it's impossible to learn everything about them all. I've never got into Logical Edit, for example. I find it... mysterious."

Do you still use the ST for sequencing?

"Oh yes. I use the MPC3000 mainly for Dance-based music but I use the Atari for orchestral stuff. When I'm using the MCP3000, if I make a mistake, it's quicker just to play it again. I don't use the editors, I just rely on feel.

"But for orchestral pieces I use the Atari. To give you an example, I reissued *Spirits* on CD earlier this year and added a bonus track. Rather than try to find some old piece of crap



which has been lying on tape somewhere – I'm always suspicious when people do that because the reason it wasn't released in the first place is that it wasn't good enough – I did a new piece but tried to make it fit the mood and feel of the original. It's virtually all orchestral – sampled strings, choirs,

piano, sound effects – and the way I used Cubase is probably different to the way most people use it. I ignored the bar lines and recorded in free time. I wanted a certain amount of rubato and it's very difficult getting a natural rubato playing to the bar lines and using the master track to speed it up and slow it down later on.

"I use Key edit a lot when I do this. I call up two tracks and compare the notes by eye. If the notes are too far askew, I just drag them back. It's really useful for that."

You used to be one of the most prolific gigging electro musicians in the UK. Is that still true?

"It could be argued that some of the people doing Ambient and Dance music are today's equivalent of electro musicians. Electronic music has a much broader span of styles now than it used to have.

"When I started off, if you said you were an electronic musician to most people you were in the vein of Tangerine Dream, Jean-Michel Jarre and Vangelis. But now you could include The Orb or any other Dance, Trance or Ambient musician and I'm sure some of those guys have done more gigs than me. I've still done more than most people in my area of music but nowhere near as many as a rock or pop band."

It must be difficult playing live?

"I used to use the Atari live – danger, danger! I used it in about half a dozen concerts. It misbehaved in one in a big way but in the other five it was fine.

"But it became more and more difficult to sequence live as there was a huge amount of gear to carry around. So for the past few years the backing tracks have been on DAT. There are arguments for and against both but, realistically, what you hear on DAT is no different to what you hear from a sequencer.

Ian's Something Else Studio set-up includes a bog standard ST running Cubase 2.01 on an ancient SM125 monitor.

Discography

The Climb: released on vinyl in 1983, reissued on CD in 1993.

Spirits: released on vinyl in 1984, reissued on CD in 1995.

Phoenix: vinyl release in 1985, due for CD release in 1996.

Jade: cassette release in 1987, reissued on CD in 1992.

Odyssey: CD release in 1989.

Drive: CD release in 1991.

The Uncertainty Principle: CD release in 1993.

The Deep: CD release in 1994.

"The big difference is that you can't have sequences live if you get the system right, change sequences live. You can't really do that with a computer. I've got a concert at Derby at the end of May and I'm working on a system that will allow me to have sequences live. I have a sequencer in the 100M, an arpeggiator in the Techno and I'll be using the MCP3. I'll have sequences on each track and I'll mute and unmute them when I want.

How do you begin composing a new piece of music?

"There's no hard and fast rule.

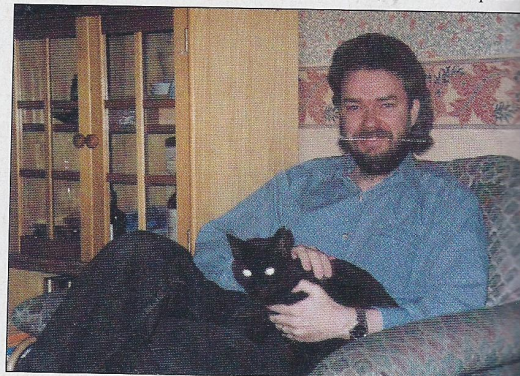
Sometimes I just sit down and play. Even if it's a load of rubbish, you get it out of your system. It's a bit like going to the loo – you purge your system and you need to get it out.

"No two tracks are created in exactly the same way. Going back to the bonus track on the *Spirits* album, it's very gothic and I wanted to recapture that atmosphere. I thought we'll have some Gregorian Monk chants – but not like Enigma.

"Normally abbeys and monasteries are very cold and two sounds sprang into my mind. I have a lovely sample of cold, howling wind and I managed to track down a recording of crows from the RSPB. I paid the royalties to use it, of course! I put it all together and as soon as you hear it this amazing eerie picture comes into your head.

"After that it was a case of writing a dark orchestral section to build on the atmosphere. Then there's a lighter section. I painted a picture in my head, switched on Cubase, selected a piano

Ian Boddy – living proof that STs can deliver MIDI and music to the masses...



Something Else Studio Equipment List

Analogue Synths

Roland 100-M:10 Modules with MPU101
MIDI/CV interface
VCS-3

Digital Synths

Kurzweil K2000
Korg Wavestation
Roland D550 and PG1000 programmer
Roland JD990
Yamaha TX416
Quasimidi Techno

Sampling

Akai S3000: 18Mb RAM, SCSI, digital In/Out, S3200 filter board plus 650Mb Optical Drive and CD ROM
Akai MPC3000 (also used for sequencing)

Sequencing

Atari 1040 running Steinberg Cubase
Digital Tape/Editing
Akai DR4d Hard Disk Recorder
Sony DTC 1000 DAT

Mixing

Soundcraft Spirit Studio 16/8/2

Outboard

Sony R7 Reverb
Dynacord DRP 15 Multi Effects processor
Roland SDE 330 Dimensional Space Delay
Roland RE501 Tape Echo
Alesis MidiVerb II
Roland SVC350 Vocoder
BBE 462 Sonic Maximiser
Behringer MDX2000 Compressor
Alesis MEQ 320 Graphic Equaliser

Miscellaneous

Akai ME30P MIDI Patchbay
Akai MB76 Audio Patchbay
Yamaha KX5 Remote keyboard
Akai MX1000 Mother Keyboard

sound and just improvised. It was done in one take.

"I wanted the last section to be really over the top, gothic and demonic so I added chants and orchestral stabs. There's a big crash of a bell and then it goes back to the wind. I love the way Debussy and Ravel paint pictures in sound.

"For other pieces I just sit down, mess about and see what comes out. In some cases a sound can be the most important thing. In *The Deep* which is my latest studio album, I was using a beautiful eerie choir from a sample CD,



a bit like the Ligeti choirs from 2001 and that immediately gave me ideas for tracks because it was such a haunting sound."

Ian hard at work behind the Soundcraft Spirit mixing desk.

Is it difficult finding time for your music?

"I have lots of friends who dabble with music in their bedrooms. I have quite a nice studio here but I know people with as much gear but the reason they don't get anything done is that they don't have the discipline to work on a piece until it's finished. You can spend forever just messing about."

Are you driven to compose?

"Yes, I have to do it. I'd be quite unwell if I didn't. That's what I mean about purging. If I've been busy with other

things and haven't played for a few weeks I have to come in and thrash the living daylight out of the gear. I can't honestly imagine not doing the music. My hunger for doing it is just as great as it was 15 years ago."

You have your own record label – Something Else Records. Did you start it because of difficulties in getting your music released?

"Yes, in the early days I had a lot of trouble getting the finance together. Jade was the final straw. I got a record deal and even got an advance but the CD never came out. I'd invested 18 months of my life in it and it only came out on cassette.

"Then a record label called Surreal to Reel was set up by some other electronic music guys in the UK. They released a couple of my CDs including *Drive* which built my confidence again.

"Things started to pick up and I got a bit of money together to release *Jade* on CD at last. Then I released *The Uncertainty Principle* which has been my best-selling CD to date. It's sold about 2,000 copies which is pretty good bearing in mind it's had virtually no publicity in the mainstream press.

"I'm now in the nice position that when I finish something I can put it out straight away. I do the artwork and I have an account with Nimbus the CD pressing plant. It's quite a painless process."

For readers who are writing their own material, have you any advice how they can get it released?

"The convoluted path I've followed is probably unique so I doubt anyone could – or would want to – follow the same trail. There is a market for electronic music but it's obviously difficult to get into. However, there's an underground scene in the UK and

people do buy this material on CD and cassette.

"Producing the music can be quite easy. Producing a CD is easy although to make it financially viable you have to press at least 500. The hard part is selling the bloody things!

"Initially, it's probably best to release material on cassette. There are a lot of New Age shops which only sell cassettes and there are a few magazines such as *Zenith* and *Voyager* which will probably review your material. There's a few specialist shops and mail order companies which will sell your stuff if it's good enough.

"A few independent labels are springing up. I've just got distribution through Pinnacle but they've only sold about 200 copies of *The Deep* through shops which is very small.

"Anyone interested in electronic music should join an organisation called EMMA. They produce a newsletter containing lots of contacts, names and addresses. They release compilation CDs so if you're starting off you might get a track on one.

"But remember, any degree of success I've had is incredibly small compared to a rock or pop band."

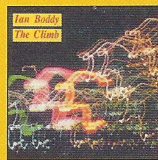
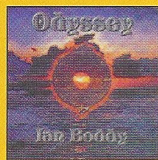
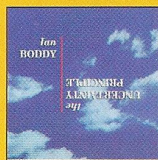
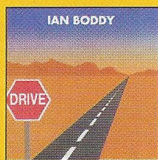
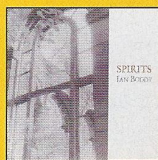
But success is relative and Ian Boddy is certainly one of the UK's most successful electronic musicians. For more information about his CDs and live concerts, you can contact him through Something Else Productions.

Ian has kindly donated a complete set of his CDs for an Atari World competition – just answer our easy-to-enter competition!

Contacts

Something Else Productions, P.O. Box 16, Consett, Co. Durham, DH8 8YZ.
EMMA, PO Box 71, Riccall, York, YO4 6YY.

Win the complete set of Ian Boddy CDs!



The first prize in our competition is the full set of seven Ian Boddy CDs. There's also two runners-up prizes of his latest album, *The Deep*.

All you have to do is answer these two questions, both taken from the piece you've just read:

- Which version of Cubase does Ian use?
- How many copies has *The Uncertainty Principle* sold?

Please send your answers on a postcard or the back of a sealed envelope (to arrive no later than June 15, 1995) to:
Ian Boddy competition, Atari World, Unit 3 Green Farm, Abbots Ripton, Huntingdon PE17 2PF

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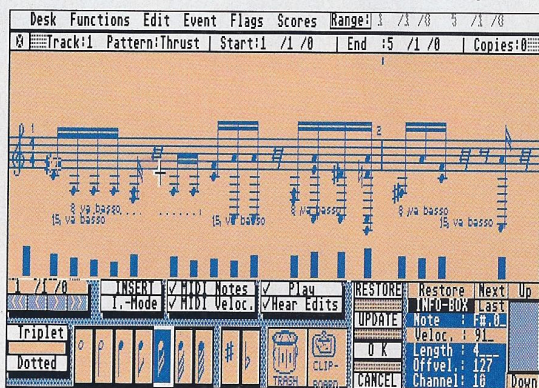
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Sequencing

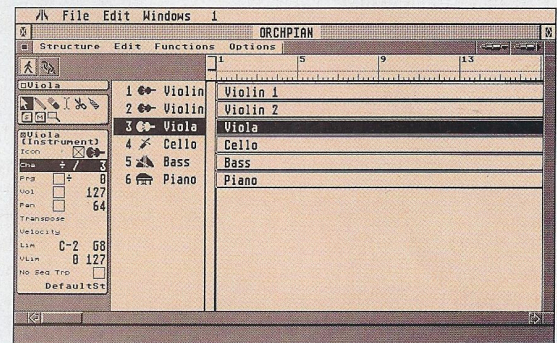
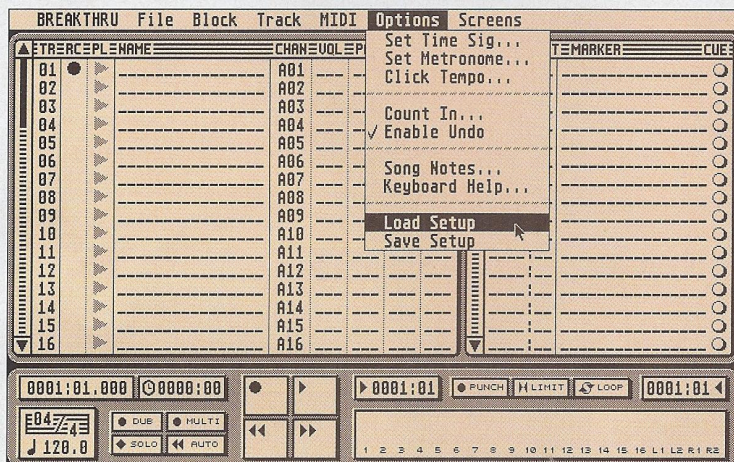
– beyond the manual

Ian Waugh presents the first in a new series of hints and tips for sequencer users.

When you first start sequencing, the sense of power and freedom it gives you can be overwhelming – if you're not overwhelmed by the complexity of the process first! Modern sequencers have tons of features and

options and it's not always easy to set it up to make the best use of your equipment and let you to work the way you want to work.

Obvious though it may seem, the first thing to do is to make sure your equipment and Atari are talking to each other. If you only have one keyboard



You can load and save Setup preferences in Breakthru from the Options menu.

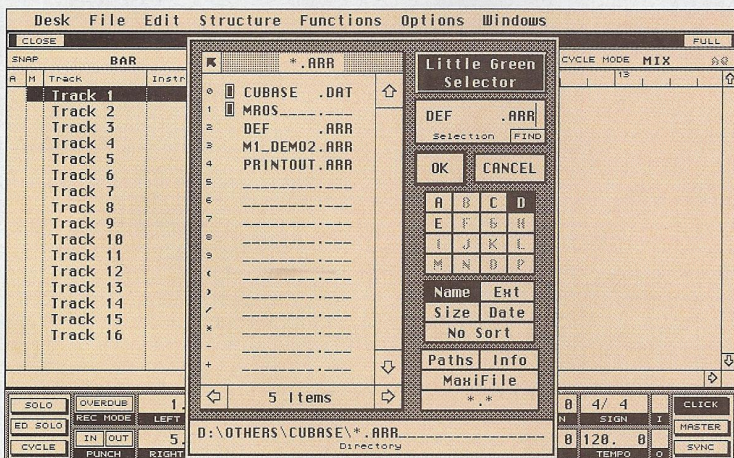
Notator Logic comes with several templates for various instrument, choral and orchestral ensembles.

you simply connect the MIDI In and Out sockets but if you have a sound module or two as well, you'll have to use the MIDI Thru sockets on the equipment.

This can be fraught with danger – not of blowing anything up but of things not working as you'd expect. The MIDI Thru sockets pass on data which is arriving at the In socket. It is not an extra MIDI Out. So to connect your Atari, a keyboard and a sound module so that you can play both the keyboard and the module from the sequencer, you'd make the following connections:

- Keyboard Out to Atari In
- Atari Out to Keyboard In
- Keyboard Thru to Module In

You can load and save Def arrangements in Cubase.

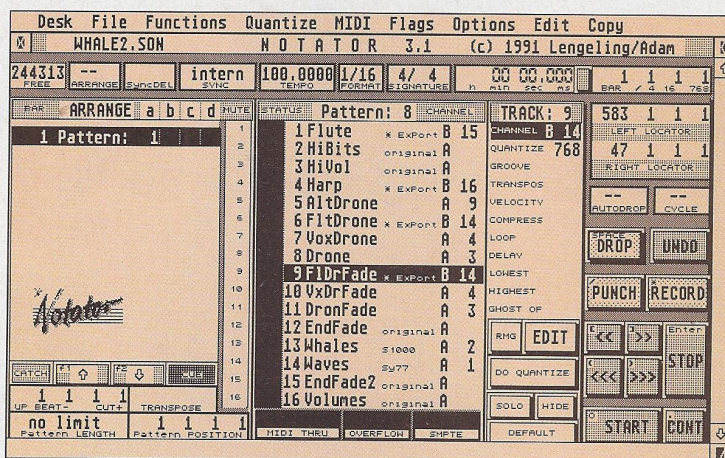


You can daisy chain another module by connecting its MIDI In to the first sound module's Thru. However, once

Save it!

TIP Everyone knows you should save your work often but how many do it? Every time you make a substantial change to your work, save it. It's a good idea to increment the filename – song1, song2, song3 and so on – just in case you want to go back to an earlier version. See if your sequencer has a hot key command for Save – this will make it less of a chore.

Save often – this is the best piece of advice you will ever get!



you acquire more than two pièces of equipment, you're really better off with a MIDI Thru box. This accepts one input – in the above example it would be from the Atari Out – and has several Outs which you would connect to the keyboard and other modules' In sockets.

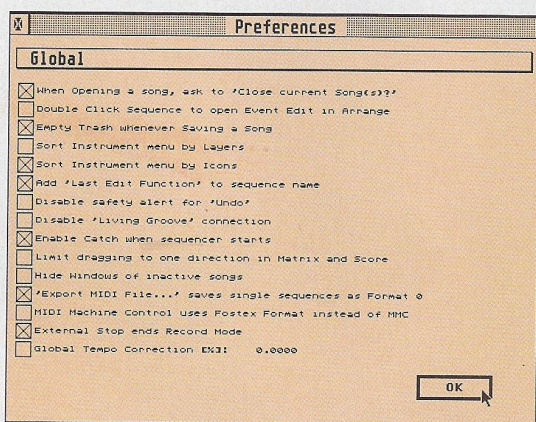
Local hero

There's one more thing to do. Most sequencers have a MIDI Thru function which passes a copy of the data arriving at the Atari's In socket to the Out socket. In the above example, if the Thru function was on, the keyboard would actually receive two sets of note data – the one you generate when you play the keyboard and the same set being routed through the Atari.

This will result in double notes. It can make the keyboard sound decidedly odd and halves its polyphony. Avoid this by switching Local Control to Off.

Doing this will disconnect the keyboard's sound generator from the keys. In other words, when you play the keyboard it won't make a noise. However, if you use MIDI Thru on your sequencer the keyboard will play the notes arriving at its MIDI In socket.

Some sequencers let you specify a MIDI channel which MIDI Thru will not transmit on. Set this to the MIDI channel your keyboard is transmitting on.



So why use the sequencer's MIDI Thru? Because most sequencers have a channelise function which is incredibly useful. It transmits the Thru signal on the MIDI channel of the currently-selected track.

This means you can set up the tracks in your sequencer with a MIDI channel and a program change number so when you select a track and play the keyboard, you will hear the correct sound. This makes is very easy to change sounds when composing a piece as you can make all the changes from the Atari. You don't have to faff about selecting MIDI channels and sounds on the equipment. Just make sure it is all set to multi-timbral mode.

Switching off

There's just one more thing to check before you start. If your keyboard and sound module are both 16-part multi-timbral they will both respond to MIDI messages on the same channel. You need a way to direct the messages to one instrument or the other.

The easiest way is simply to mute or switch off certain channels on both instruments. You may decide to use channels 1 to 9 on the keyboard and 10 to 16 on the sound module in which case you would mute channels 10 to 16 on the keyboard and 1 to 9 on the module. Most instruments let you do this

although some General MIDI modules don't and will blissfully respond to data on all 16 channels regardless.

An alternative method is to use a device such as ModemMIDI which gives your Atari another MIDI Out socket. Connect the Atari's Out to one instrument and ModemMIDI to the

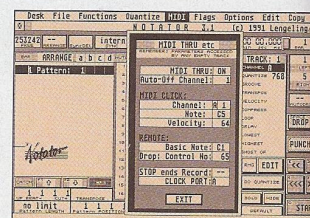
In Notator you can assign a track to one of several different MIDI Outputs, depending on the hardware that is attached.

other. The sequencer must be capable of recognising this additional Out. Notator, Cubase and Breakthru, for example, do. Multiple Outs are also available for Notator using Export or Unitor hardware interfaces.

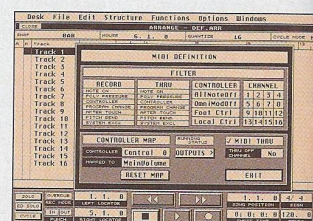
Finally, when some sequencers load a file called Autoload or .Def which contains settings such as MIDI assignments and general preferences. Create your favourite settings and save the result as the autoload file so they are there as soon as you switch on.

Another good time-saver – and an alternative if your sequencer doesn't have an autoload file – is to create templates of set-ups you use frequently. These could be an orchestral layout if you produce scores or a set of tracks set up for GM or your set of instruments.

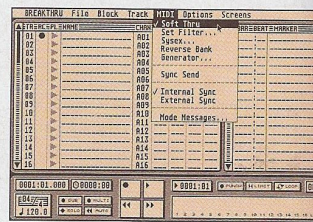
Notator has a MIDI Thru option plus a Thru Off channel.



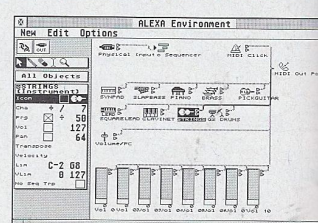
Cubase's MIDI Thru and Thru Off channels can be found in the MIDI Definition window.



Breakthru has a Soft Thru option in the MIDI menu.



As you link "virtual" equipment in Notator Logic's Environment page you create MIDI Thru facilities automatically.



Groovy metronome

TIP You're ready to get creative. Click Record and play something. Click click, goes the metronome. Not very inspiring.

Many musicians start by recording a drum track which they listen to instead of the metronome click and which helps them get in the groove. Record your own patterns or use one of the hundreds of third party drum patterns available in MIDI file format. It could just give you the creative edge you need.

Notator Logic has several preferences screens which enable you to customise the settings.

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As a leading PD library for the Atari ST and Falcon computers we are always seeking to maintain a catalogue of the very best and newest titles around. If you wish to get maximum distribution for your work either as PD, Shareware or Licenceware then please send us a copy to the address above. We respond to ALL submissions and enquiries

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PRINTED CATALOGUE



now available, listing hundreds of PD/Shareware/Licenceware titles. Only £1.00 including P&P or 50p if ordered with disks. Please state if you have a Falcon. Please make all cheques/postal orders payable to L.A.P.D. Credit cards welcomed.

Public Arena

There's little doubt that some of the best ever ST and Falcon programs have appeared as either public domain, shareware or freeware. *Public Arena* brings you reviews of the best programs and games, month in, month out – and our 10 point marking system guides you effortlessly through the decision of whether to buy or not. Reviews by Nial Grimes, Joe Connor and Denesh Bhabuta.

Speed of Light 3.7

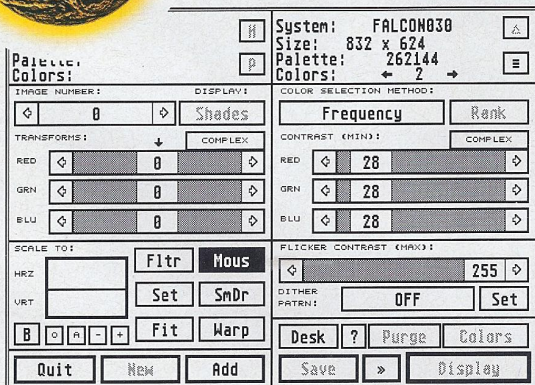
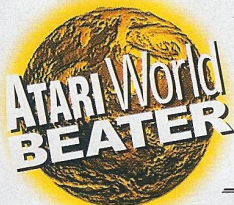


Floppyshop • £2.00
• ST/STe/Falcon

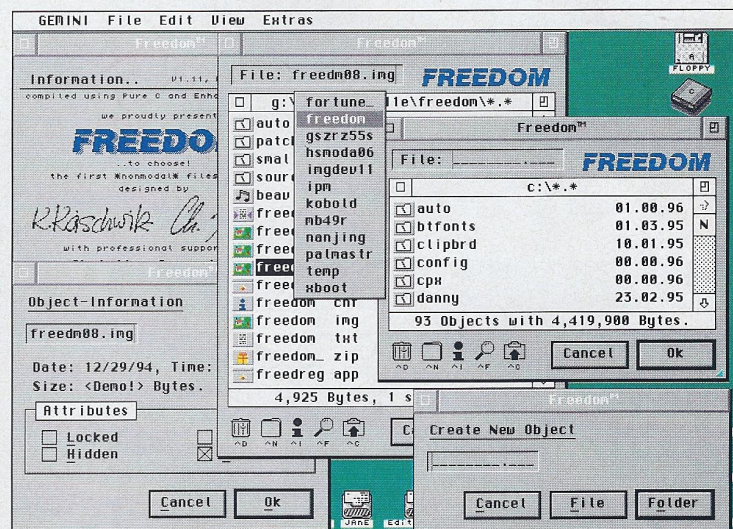
Speed of Light has attained almost cult status thanks to its legendary loading speed and image manipulation features. Currently a new release is appearing every few months and, each time, Stuart Denman has managed to squeeze another ounce of speed from somewhere!

This time around support for the Brainstorm DSP JPEG decoder has been introduced which should please Falcon users. ST and STe owners are kept happy with a 10–15% reduction in GIF loading times!

A new slide show option can flip through images in memory. The start and end images along with the direction, wrap and display time are all user definable and can be stored in a Speed of Light Script (SLS). Scripts can be created manually or recorded while images are actually manipulated. The program now supports resolutions with less than 16 colours including ST low, medium and some monochrome resolutions. It's well worth registering to get rid of the annoying restrictions and enjoy one of the best shareware programs around!



Freedom 1.1



A pair of Freedom file selectors open at the same time. Note the icons assigned to the files and folders.



Floppyshop • £2.00
• ST/STe/Falcon



Freedom is a multi-tasking-friendly file selector boasting some impressive facilities. It offers all of Selectric's features and has an equally slick interface but it goes much further, being a non-modal file selector. In general, this means that running applications do not come to a halt, waiting for Freedom to close. You can even open and use multiple file selectors.

Freedom can also be resized on screen and can handle long filenames under MiNT or MultiTOS. It comes with a text configuration file which can be edited. This is well documented and allows you to define paths, extensions, and even a scroll bar on the left-hand side, among other things.

Even with the many features, the interface remains uncluttered. Both mouse buttons are used and chances are that a pop-up will appear if you click on something. Files can be copied between the desktop and Freedom simply by dragging and dropping them. If you're on the market for an alternative file selector, take a look at this excellent shareware offering. If you multi-task, Freedom is almost essential...

While it might not feel right calling mono support progress, it certainly increases the number of people who can use Speed of Light



Zorg 1.93

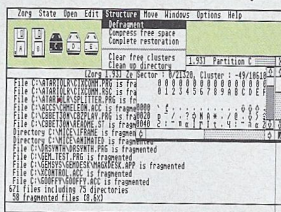


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• ST/STe/Falcon

Those of you who own a hard drive will undoubtedly want it to perform as best it can. One obstacle in the way of perfect performance is fragmentation of files which slows down access. Fragmentation occurs after many save and delete operations and occurs when a file is scattered across the drive in little chunks. When this file is accessed, the drive head has to find all the bits and pieces. Defragmenting the file joins all the bits together and saves the result in one contiguous file onto the drive.

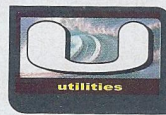
Zorg, or Ze Organiser, is a shareware program that defragments files as well as offering other hard disk optimising utilities and several analysis options. It is capable of diagnosing and repairing the damage from a hard disk crash. In addition, for the techies among you, Zorg allows you to reorganise your file system and change the directory entry or FAT directly.

Zorg sports a standard GEM interface, and is reasonably easy to use despite the lack of comprehensive documentation. The on-line help has yet to be translated into English. If you want to give your hard drive an overhaul, then back up your hard disk and Zorq away...



I bet you didn't
know just how long
38 years really is!

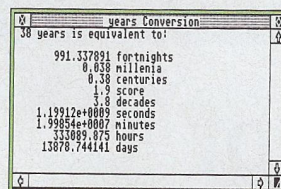
Probe House Unit Converter 1.00



Floppyshop • £2.00
• ST/STe/Falcon

The Probe House Unit Converter (PH Unit) is a small program for converting between different units of measurement ranging. You can use it to convert degrees Celsius to degrees Fahrenheit or acres to hectares, for example, and the program handles 16 types of measurement with a number of different units for each one.

PH Unit is very easy to use. You select the general type of



measurement you are interested in, followed by the specific unit. Then you type in the amount and you are given a table of results which can be saved as a text file.

PH Unit has a wide range of potential uses, from converting recipes to working out how much petrol your car is using. If you try to convert gallons into litres, you'll realise that the program caters for American gallons, not British ones but the rest of the conversions seem to be fine.

PH Unit does its job well though you have to wonder how many people would be likely to use it regularly. If you need to convert units, and you're not good at memorising conversion factors, then PH Unit might be worth while.

Gosh! Files on
this drive definitely
need to be
defragmented...

Stoop 1.03

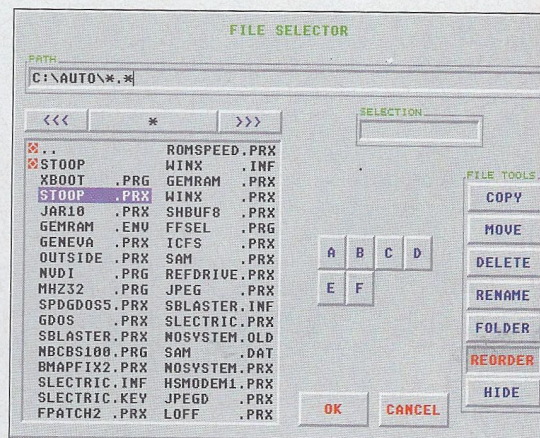
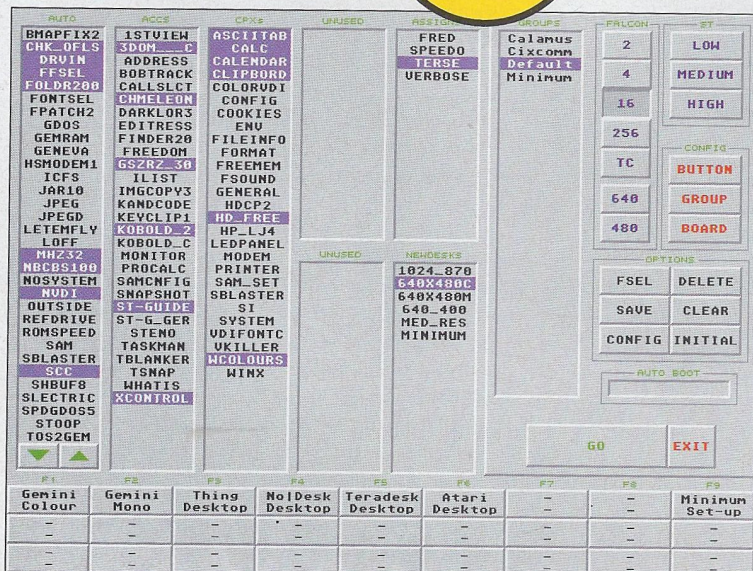


Goodman International • £1.95
• Falcon only

Stoop is a point and click boot manager that selects between different working environments at boot time. It is a shareware program and is installed using a well-designed utility that makes



Standing room only!
Which utilities shall
I leave out today?



Use the re-order option to move Stoop so that it runs first.

sure everything ends up in the right place.

Most boot managers can select between auto folder programs and accessories but Stoop provides control over 20 different file groups using "boards". Each column contains four boards which can be cycled through using the right mouse button. Stoop can also copy and rename files as a single action with different original and destination file extenders.

Multiple files in different boards can be grouped together for activation with a single click and complete configurations can be assigned to any of the 27 launch buttons.

The Falcon specific settings remove the need for the DESKTOP.INF file - it's just a pity that Stoop can't be used on other Atari models.

Disk Cake

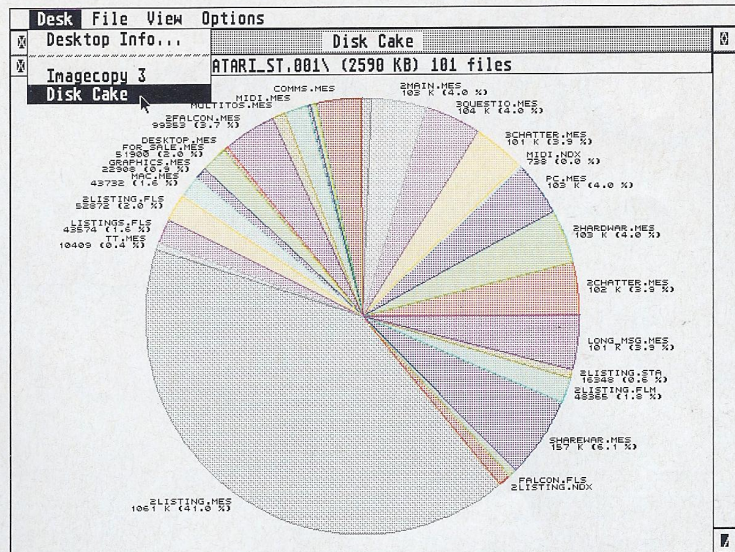
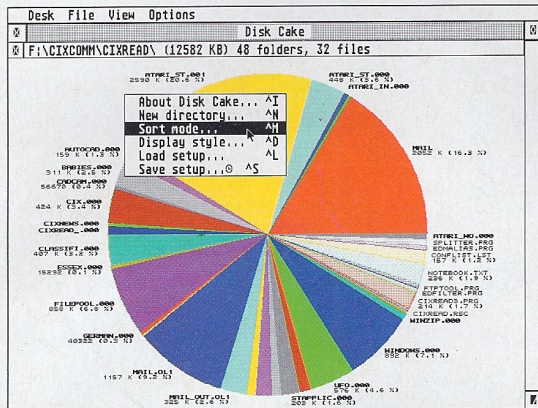
1.7



Goodman International • £1.95
• ST/Ste/Falcon

Disk Cake displays the file structure for any floppy or hard disk partition as a pie chart. Select a path using the file selector and a pie chart is generated.

Click on any folder pie segment and it withdraws then generates a second display for the next directory level down. By clicking on pie segments or the close window gadget, it's easy to step up and down the directory tree. Disk Cake is also



Clicking on the Atari segment displays the individual files.

bi-lingual, depending on an option in its INF file.

If you're still not impressed, clicking on any file displays a file info dialogue box including a delete option so what started off as an interesting, graphical curiosity turns out to be a complete graphical file manager!

Unfortunately there's a downside: too many "known" problems detailed in the documentation. Until they're sorted out, Disk Cake remains a curiosity instead of a vital utility.

My CIX folder looks
 a bit of a mess –
 time for a sort out!



Bootsie 1.74



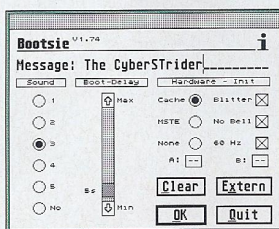
Floppyshop • £2.00
• ST/Ste/Falcon

Ever wanted a customised message on screen when you switch on your computer? How about speeding up the boot process? You can do this by writing special code into the boot sector of a floppy disk. This boot sector is checked by your computer whenever it boots and any program stored there is always executed first.

You don't need to know anything about disk structures and you needn't have any programming knowledge either – Bootsie can do it all for you. It has an elegant point and click interface that allows you to choose a number of options. All you do is select the one you want, click on OK and the code is installed in the boot sector of your chosen floppy.

Options include initialising certain hardware at boot up time to speed up the boot process. Colour monitor users can have the screen picture made bigger and you can even make the computer go "bing" with your customised message.

Bootsie can also be used as a simple boot sector virus killer. Do be careful not to use Bootsie on original or master disks, though, as you may make them unusable...



Bootsie has a
 simple but practical
 interface. The
 custom message
 here reminds me
 who I am...

Hmm... perhaps
 I'd better not
 phone Uncle Bruce
 after all!

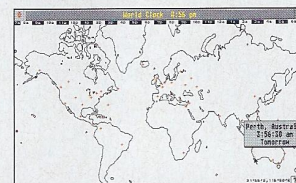
World Clock 1.0a



Goodman International • £1.95
• ST/Ste/Falcon

There probably aren't too many Atari enthusiasts who regularly need to know the time around the world but if you're one of them you'll be pleased to hear that Dan Wilga, of NeoDesk and Geneva fame, has released World Clock into the shareware scene.

World Clock runs as either a program or accessory and displays a cute map that can be proportionally re-sized from postage stamp size all the way up to full screen. Point and click on any of the 50 crosses to display the time and place at that location in a neat pop-up menu. Before the times displayed make sense you need to enter your location in the Edit places dialogue box which is tucked away under the "?" icon. Other places can be merged with the supplied database too.

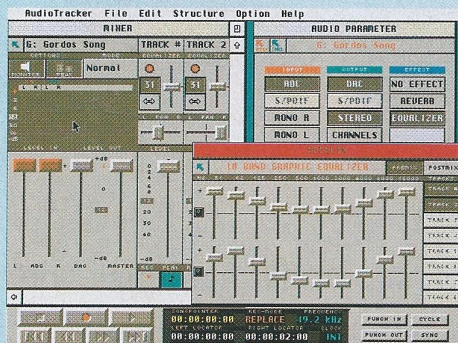


Options include a system date and time setter, time bar across the top of the map, 12 or 24 hour clock, day of the week and latitude/longitude display.

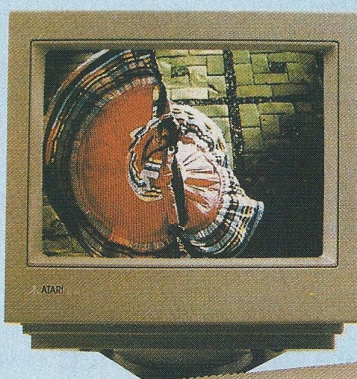
The two supplied maps supplied are in GEM format which might just come in handy.



The Complete Direct to Disk System



Audio Tracker Mixer and Effects Editor



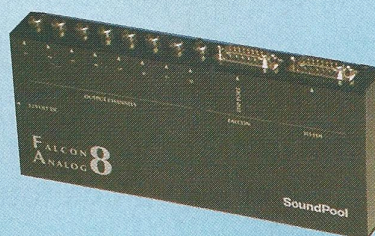
Best Hard Drive 1994



1Gb, 1.7Gb, 4.3Gb
MiniS Hard Drives



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8 Audio Outputs
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Audio Tracker

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For update pricing, please phone.

NVDI v2.5 will continue to sell for only £29.95
Best Software Upgrade 1993 & 94 - ST Review.

MagiC



"If you want a multitasking system that works simply and reliably, then MagiC is for you."
ST Review, June 1994.

MagiC is a full TOS replacement; a very fast disk filing system; has accelerated serial, MIDI and printing routines and is, of course, a true pre-emptive multitasking system. MagiC Desk, a replacement Desktop, and a powerful command shell are included. MagiC runs on ST, Mega and TT computers with 512Kb, but 2Mb is recommended for a useful working system. The Falcon version is expected to be available by July 1995.

"It's like running an accelerator and getting the multitasking thrown in for free."

ST User, February 1994

MagiC (RRP £69.95) Intro Price £59.95
MagiC and Ease £79.95
MagiC and Kobold £79.95
MagiC, Ease and Kobold £119.95

NB: Excellent with Calamus SL. Compatible with Notator Logic, but not with Notator SL and not yet compatible with Cubase.

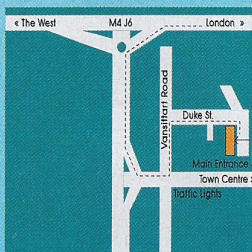
PAK68/3



Turn your computer into a 32bit system with the PAK68/3 and a 68030 processor. The 32MHz clock, 32bit wide TOS and a 32Kbyte cache will accelerate your system by 775% (Gembench 3.10). This is faster than the Falcon and the TT! Clock speeds of 40 and 50Mhz are possible. The use of recycled processors makes this upgrade very affordable without sacrificing reliability. A 32bit 128Mb FastRam board and a 24bit colour graphics card are now available.

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Please telephone to discuss your requirements.

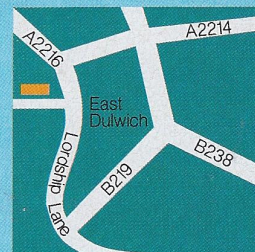


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Kobold



This High Speed File Manager gives unbelievable speed. Copies 1000 files (10Mb) in 45sec (GEMDOS 5:35min!). Use Kobold for backing up; formatting floppies (DD,HD,ED); move, copy and delete files; use the learn function to automate repetitive jobs. Ease calls Kobold automatically for all desktop file and floppy operations.

Kobold 2.5 (RRP £59.95)

ATARI WORLD LAUNCH OFFER
£39.95

Ease



ST FORMAT Awarded 97%

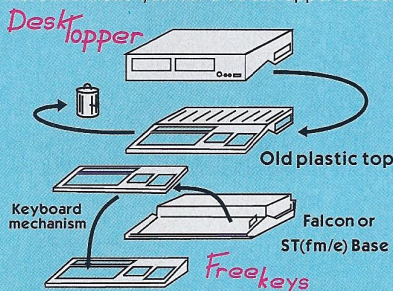
Use your Atari with EASE. Replace the old Atari Desktop. This program could not be more appropriately named. The right click replaces the double click. Iconize windows for instant access to groups of files. Ease is aware of multitasking and comes with a sophisticated Colour Icon Editor. Works on any ST, all TOS versions, and with any display and graphic card.

Ease (RRP £49.95)

ATARI WORLD LAUNCH OFFER
£39.95

DeskTopper

No space for accelerators, TOS boards, hard disks, graphic cards and PC emulators? Convert your Atari into a desktop computer with more space. Simply replace your plastic top with the DeskTopper and fit your keyboard into FreeKeys (or replace with a PC Keyboard using AT-Key). For more information, ask for the DeskTopper leaflet.



DeskTopper - ST(FM/e)/Falcon £69.95
FreeKeys £39.95
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AT-Key £49.95
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T28 & T28e



Tired of waiting for your computer? Then speed it up with a 28Mhz processor. The T28 accelerator is now available for STe and STFM computers. Compatible with Cubase and Notator Logic.

Available Now: The MultiBoard, a TOS2.06 IDE and graphic adaptor with 2-8Mb memory expansion.
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SCSI Drives



Best Hard Drive 1994 - ST Review Christmas '94
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Gold Award of 93% - ST Format Feb. '94

Essential Buy of 92% - ST Review Christmas '93

★ Quiet fan ★ Internal Power Supply 100-240V
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730Mb Quantum	£389.00	£429.00
1Gb Micropolis	£599.00	£639.00
1.7GbAV Micropolis	£899.00	
2GbAV Micropolis	£1195.00	
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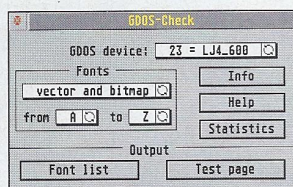
GDOS-Check 2.0



Goodman International • £1.95
• ST/Ste/Falcon

GDOS-Check is programmed by Christoph Bartholme, the IdeaList programmer, with IdeaList users in mind. It performs two useful functions: printing out a test page to determine the physical limits of your printer; generating font tables for an installed GDOS device.

All versions of GDOS, including SpeedoGDOS and NVDI 3.0, can be tested using GDOS-Check. After selecting a driver you simply press the Test page option. From the printed output, it is possible to accurately determine the margins and enter these into your IdeaList adaptation file (IXA).



Problems with GDOS?
Use GDOS-Check to investigate.

If your desktop gets
in a tangle, who ya
gonna call?

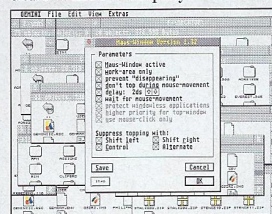
The Font list option outputs the installed fonts for the selected GDOS device according to the settings in the main dialogue box and the GD_CHECK.INF file. By default the user-definable INF file adds a title line for each font which includes the font name, point size, font type (bitmap/vector/Speedo) and font ID followed by four lines of the character set.

Maus-Window 1.32



Goodman International • £1.95
• ST/Ste/Falcon

Have you ever noticed your desktop windows take on a life of their own, with the window you want buried right at the bottom? If this sounds familiar, then you need Maus-Window, a freeware accessory that ensures that the window under the mouse pointer is automatically topped. It comes in two flavours: a complete version with configuration options; and a light version that uses the settings from the full version but cannot be configured during use. There are plenty of options to choose from. Prevent Disappearing only tops a window if it doesn't completely obscure other windows while Don't Top During Mouse Movement prevents casual mouse movements causing psychedelic window displays! Work-Area Only ignores the window



surrounds and gadgets which might otherwise be activated under MultiTOS or WinX.

Although Maus-Window isn't the only automatic window topper, it's intelligent, cleanly programmed and compact at under 7Kb.

Paula 2.4



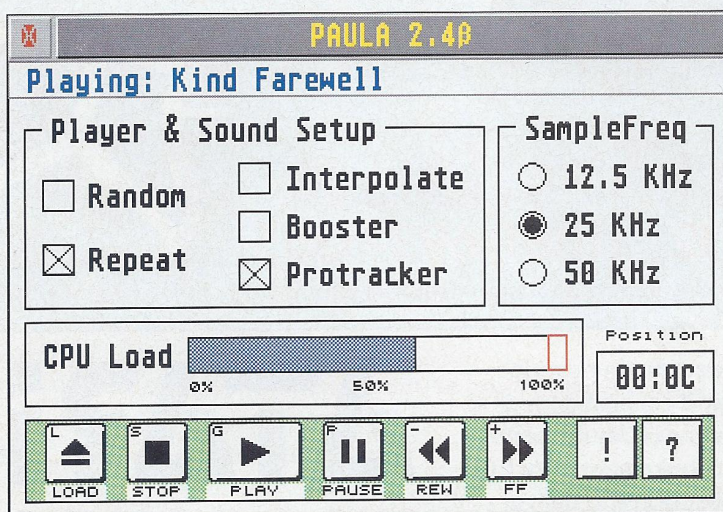
Goodman International • £1.95
• ST/Ste/Falcon

Paula is a Shareware MOD file player capable of playing both Soundtracker and Protracker format MOD files on all Atari computer models.

Paula takes its name from the Paula chip used in the Amiga which is equivalent to the PCM chip used in the STe and Falcon. Because none of the ST models have PCM chips a

Paula offers
independent pitch
and speed tuning.

A neat, intuitive
front end.



PAULA - Setup Page

Pitch bend (cent) - 0 +
Transpose (½tones) - 0 +
Frame Speed (Hz) - 50 +

Save

Exit

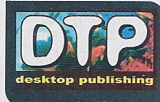
Reset

separate sound driver has to be installed. This driver, called Petra, was programmed specially for Paula and is included in the package.

The sample frequencies on an ST drop from 12.5kHz down to 6144Hz, from 25kHz down to 9600Hz and 50kHz down to 12288Hz but something is better than nothing eh? Paula runs as a desktop accessory or program and can play samples in the background on a Falcon, TT or MegaSTe.

There are plenty of buttons to push and the Interpolate option in particular makes a dramatic improvement to the sound quality. The Booster button raises the signal to noise ratio by six decibels.

Charmap5



Goodman International
• £1.95 • ST/Ste/Falcon

Charmap5 is a nifty freeware utility that makes it

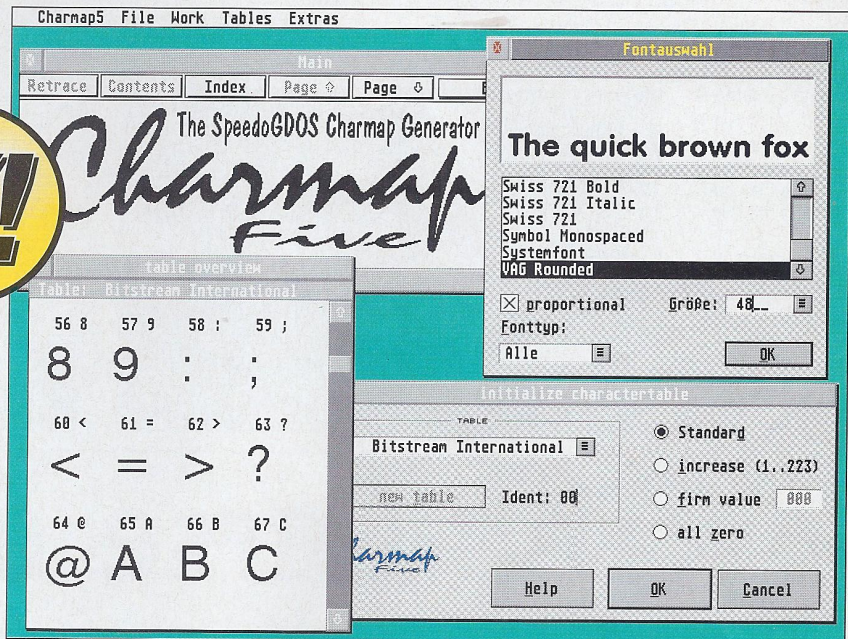
possible to access hundreds of characters that normally remain hidden in each of your fonts.

Speedo fonts typically contains around 560 characters whereas TrueType fonts can contain anything up to a theoretical 65535 characters! These extra characters are normally wasted because the ASCII standard only supports 256 different characters.

Charmap5 gets around this limitation by diverting SpeedoGDOS at the point where it normally reads the ASCII code table to read its own SPDCHAR.MAP instead and, *voilà*, you can use Charmap5 to create, manage and output individual font tables.

The range of features on offer is a little bewildering at first but Charmap5 exerts such a degree of control over SpeedoGDOS that it has to be classed as a must-have utility for all SpeedoGDOS adventurers.

Charmap5 is easy to install and includes a separate English resource file. Unfortunately the ST-Guide context-sensitive on-line help and other documentation is currently only provided in German.



Charmap5 is the ideal companion for SpeedoGDOS.

Before Dawn 1.39



Goodman International • £1.95
• ST/Ste/Falcon

Before Dawn has been around a while and was originally launched as shareware on the ST. In case you're wondering, the name is a sideways swipe at After Dark, a popular PC screen saver. The Falcon has breathed new life into Before Dawn as it's now capable of playing sound and animation together at a reasonable speed.

Different IMG and MOD files can be loaded into each of the three modules

supplied and the modules can be cycled automatically. "Warp 5 Mr Sulu" recreates the receding star effect, "Bouncing hole" smears a still image around the screen and "At the Movies" floats an animated image around the screen. Options allow separate monitoring of the keyboard and various ports along with variable mouse sensitivity and computation time.

Seeing the animated "Intel Outside" logo floating around the screen with a suitable MOD file playing in the background may almost persuade you to leave Before Dawn on your system – but I'd prefer the extra free memory...



Create animated images – here's a clip from my favourite...

And the number on your credit card is?

Vericard

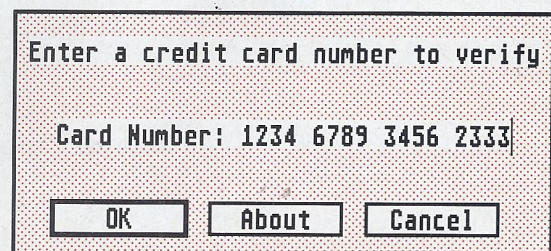


Goodman International • £1.95
• ST/Ste/Falcon

Vericard is a freeware desk accessory that can check the validity of credit cards. It's an open secret (*well it is now!* – Ed) that credit card numbers conform to an algorithm that can be used by mail order companies to help spot fraudulent telephone credit card orders.

The documentation is very thin on the ground but after a few experiments with my own dodgy collection of cards, I've figured out that Vericard works with Access, Visa, Mastercard and (strangely) Air Miles card numbers. Charge cards such as American Express and Diners Club have different number formats and presumably different verification systems so they didn't work, and neither did the debit, store or cash cards.

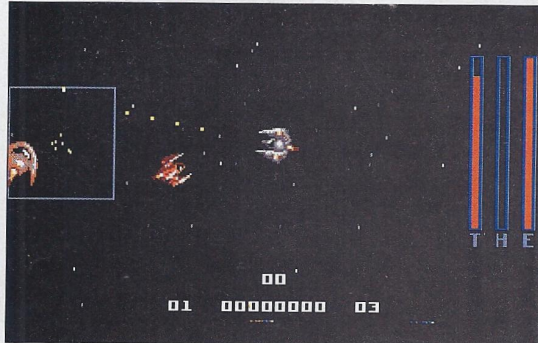
Vericard may be of use to mail order companies trying to cut down on fraud over the phone, but we're not convinced...



Graveyard

Goodman International • £1.95 • ST/STe/Falcon (with Backward)

Billions of aliens
and only a
pea-shooter to
defend yourself.
Tough? You could
say that...



Graveyard walks away with this month's "most aptly titled game" award. It's an Asteroids clone from hell and is the most difficult public domain game I have ever encountered. Play is set on a large scrolling star-field and the age-old twist-and-thrust method of control is used. Ultra-vicious aliens are attracted to your ship like magnets and careful use of the scanner is needed to avoid any close encounters. From a technical standpoint, the speed at which the enemy move across the screen is astonishing, but it doesn't do much for the gameplay. The digitised sound effects are quite impressive however.

All of the vital technical ingredients may be present and correct, but Graveyard is just a bit hard. Sit in one place for too long and your ship will be mincemeat within seconds – give the enemy the runaround and the engines explode through overuse. Still, at least the \$5 registration fee entitles you to a free, no-limits version of Hoog (as featured in last month's PD Arena).



The Curse of Bolda

The sprites may
be small, but they
are beautifully
drawn and full
of character.

Floppyshop • £6.00 • STe

Platformers are rapidly taking the place of shoot-'em-ups as the backbone of the public domain games scene.

Curse of Bolda is a case in point. The idea is to guide a geeky hero, named "Kev", around a succession of levels collecting crystals. All sorts of power-ups will be needed to make it through, and rogue toys will do their best to hinder your progress – fireballs take care of any persistent offenders. To add to the tension, each stage must be completed within a time limit.

The first thing you notice about the game is the general lack of speed – the STe is capable of far more than this. But as ponderous as the scrolling may be, the controls are responsive and the graphics superb – the amount of character in some of the little sprites is amazing. Yes, persevere and you will find a rather nice game lurking under the technical difficulties.



Stello is packed with
extras, but none add
significantly to the
gameplay.

Stello 2.1

Merlin • £1.25 • ST/STe/Falcon

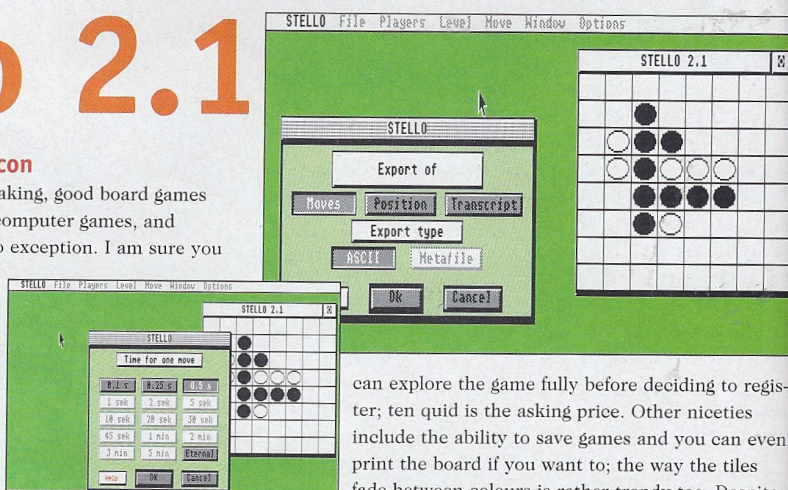
Given the range
of difficulty
levels, your ST
should always
prove a worthy
opponent.



Generally speaking, good board games make good computer games, and

Othello is no exception. I am sure you are familiar with the idea – tiles are laid on a grid in turn and the aim is to win as many of your opponents pieces as possible by surrounding them either vertically, horizontally or diagonally.

Stello is a beautiful implementation of the game – it runs as a GEM application in almost any screen resolution from ST Medium upwards and packs a wide variety of difficulty levels. Your train of thought is interrupted occasionally as a shareware dialogue box appears, but it's not too intrusive and you



can explore the game fully before deciding to register; ten quid is the asking price. Other niceties include the ability to save games and you can even print the board if you want to; the way the tiles fade between colours is rather trendy too. Despite these touches though, Othello is still Othello – it's a nice version, but not a mould-breaking game.

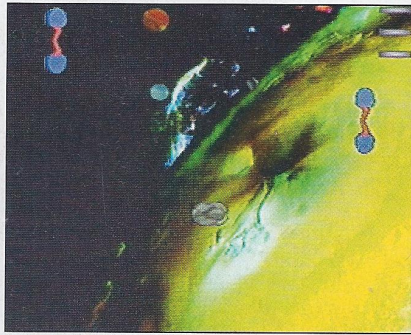


Pong 2000 Demo

Merlin • £1.25 • Falcon only

Pong started it all – it was the first video game to meet with any level of success and you can look at it as the great-grandfather of every single entertainment title on your shelf. Pong 2000 is a tribute to this classic of classics and attempts to add to the concept in much the same way as Tempest 2000.

In fact, Tempest 2000 vibes pulsate right the way through the game, from the “ravey” intro music to the available play modes – Classic, Duel and 2000. The latter adds stray rocks to the play-field and includes power-ups to



improve the speed of your bat and so on. You'll have to register to play a classic game of Pong.

Both joystick and Jaguar Powerpad are supported, but strangely the mouse isn't – this is a recipe for frustration because often it is physically impossible to get the bat to the ball. If they sort out this problem in the full game (also available via Merlin) we could be looking at a winner...

Asteroids and rocks on the play-field make the ball behave in a mighty strange way.

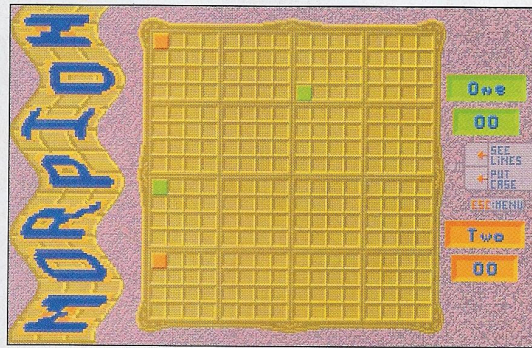


Morpion

Goodman International • £1.95 • ST/STe

Back in the seventies, notepad games were popular and I remember vividly playing one particular example – Tic-Tac-Toe – hundreds of times. As I am sure you have guessed by now, Morpion is a computerised version of this game. In play, it's very similar to noughts and crosses, but the board is bigger and set over several layers. To win, you simply need to form a straight or diagonal line of marks spread over all of the platforms. In contrast to the original, loads of different board styles are available and the computer makes a challenging opponent. You can also save a game and the ST can highlight possible moves. Sadly, the author hasn't even attempted a three dimensional board and each level is laid side by side on the screen.

Overall, Morpion is a sound game and an enjoyable one.



Numerous different board style are available, but the completely “flat” interface makes some quite difficult to play.

Really, it would benefit from an improved interface, but if you can get used to the layout it's worth investigating.



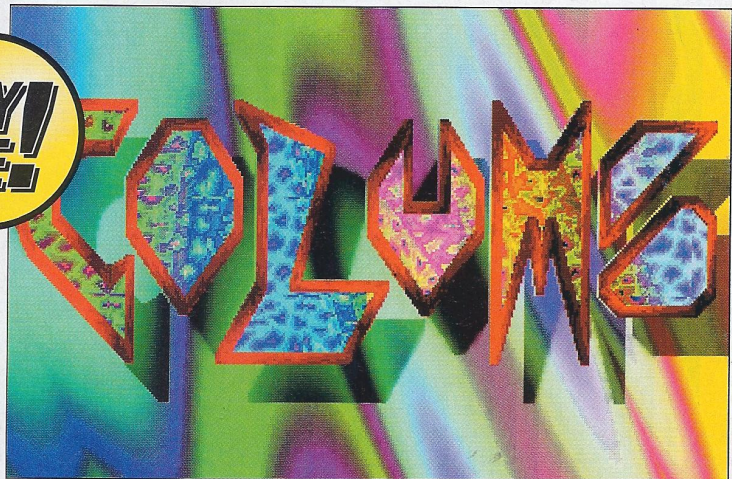
Columns

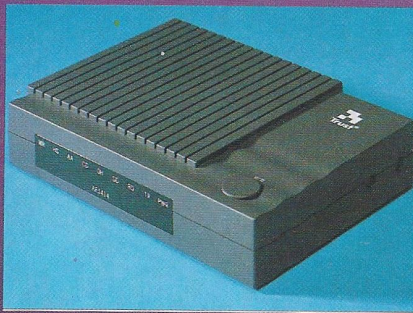
Floppyshop • £2.00 • Falcon only

Much of the success of Nintendo's Gameboy can be attributed to one game – Tetris. It turned perfectly normal people into complete video-game junkies and train journeys will never be the same again. Not to be outdone, Sega bundled their hand-held machine with a similar game called Columns, a clone of which is available on this disk. The aim is to create lines of three or more identical symbols from falling pieces – more difficult than it sounds, believe me. Beautiful sound effects and music accompany the whole game and the icons are expertly drawn. Registration will cost you around a fiver (fifty French francs to be precise).

Columns proves that a tired concept can still be revived by stunning presentation. It doesn't bring anything startlingly new to the genre, but it is exceptionally nice to look at and damn good fun to play...

Slick presentation and wonderful music make Columns a “must-have” for all Falcon owners.





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Please note: the minimum charge covers labour, any extra parts are chargeable.

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Marpet upgrades for the STF(M) are plug in and require no soldering providing MMU and Shifter chips are socketed (phone for details).

The Marpet board allows connection of standard "SIMM" memory boards (see prices below).

Unpopulated Marpet	£22.00
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Zydec External 3.5"	£57.99
Includes own external power supply unit.	
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Eclipse Mouse

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 290 dpi switchable ST/Amiga mouse. 2 microswitched buttons. Free mouse mat.

"SIMM" Memory modules

All SIMM upgrades come complete with test disk and instructions. Most STE's are compatible with SIMM's however please check existing boards before ordering (phone for details)

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4 x 1Mb SIMM's	£79.99
2 x SIMM to SIPP adaptors	£3.00

Memory Upgrades

Marpet upgrades for the STF(M) are plug in and require no soldering providing MMU Shifter chips are socketed (phone for details).

The Marpet board allows connection of standard "SIMM" memory boards (see prices below).

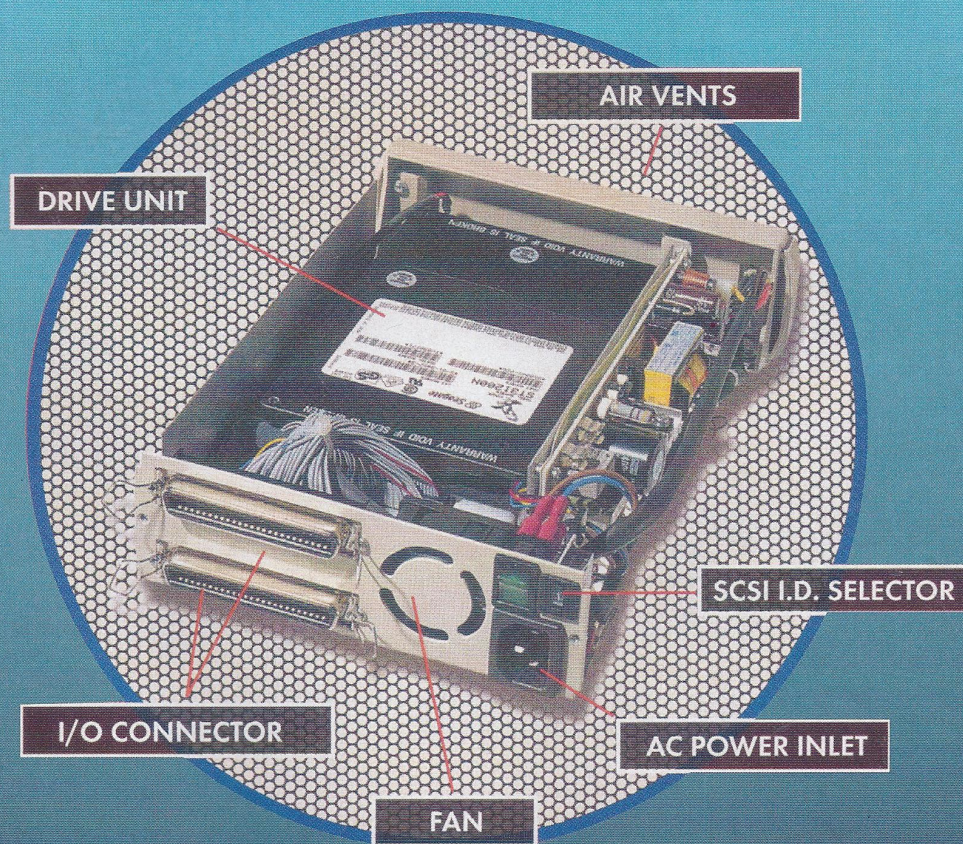
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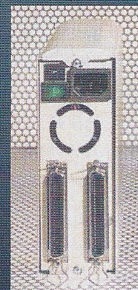
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Colour or

Fancy getting inkjet colour refills for less than £1? Follow Paul Keller as he shows you the way...



Experienced inkjet owners will know how fast you can go through a cartridge when you're printing in graphics mode, particularly if you're into colour.

As a rough approximation, a high capacity black ink DeskJet cartridge will cover at least 250 A4 sheets with DTP text and cost you about £25. Now the DeskJet itself is guaranteed for around 1,000 A4 sheets a month for five years. If you are using your machine full tilt, that's four cartridges a month – no less than £1,200 a year spent on ink cartridges!

Not many people use this amount of ink, of course. If you are only using your DeskJet for word processing it should last 500 A4 sheets per cartridge – but that's still £600 a year in printing costs.

Most regular DeskJet users know that you can get black ink refills for about £15 each. Although most suppliers claim these are double refill packs each refill probably only contains a maximum of 22ml (about half of a full capacity cartridge).

H-P's DeskJet 540, as reviewed on page 22 of this issue. But the older members of the DeskJet family can also be made to output in colour...

The cost of this can still be prohibitive if you are a heavy duty user. Luckily, there is a much cheaper alternative – an ink that will cost you less than £1 to buy and which is widely available in the high street. Believe it or not, I'm talking about food colouring.

I have been using these ink refills over six months now, trouble free, and have used the equivalent of some 15 cartridges in this time – a saving of about £200 in ink costs.

Food, glorious food

First you will need an empty HP5162 (high capacity) cartridge, a reusable syringe and a stopper to close up the hole after the refill. These are supplied with most commercial refill kits and can be reused many times.

Don't puncture the hole in the middle of the cartridge as this will render it useless. Instead a small sealed hole can be located on the top of the cartridge at the bottom right hand corner. This hole is opened up by pressing a ball point pen into it and, with a little brute force pushing the small plastic ball into the cartridge. Hold the cartridge in your

Creating an extra paper guide



A small extra paper guide can be made for the back edge of the paper in any DeskJet. A pencil rubber can be cut to fit between the paper stack and left side of the tray, this will help greatly in any extra guidance and accuracy when paper needs to be feed through two or more times. Some precision will be needed in cutting the rubber to fit correctly, it needs to be not too tight and not to loose.

the cheap

hand while doing this. Have two small bowls handy as well as some tissue paper. Stand the cartridge carefully on some tissue paper in one of them.

For the ink, visit a store like Tesco and look for "Supercook" food colouring, buying one 38ml bottle each of blue, egg yellow and cochineal. Note that other makes may contain harmful particles that can clog up the jets. Empty all the contents into the second bowl and add 5ml of black ink (one syringe full).

This will produce a very dark brown colour suitable for most printing applications. Fill your cartridge with the syringe and seal it with the stopper. Place any remaining ink back into the bottles and keep it for future use.

The cartridge may leak for a little while after sealing but you can stick the syringe in the underside of the cartridge in a small hole near the back centre. Suck some of the excess ink and air out and wipe it gently with some tissue. Leave the cartridge some five minutes to make absolutely sure it has stopped leaking and wipe the ink head, very gently with a damp tissue.

The cost of refilling works out at less than £1 after you have obtained your black ink, reusable syringe and stopper. Other colours can be created and tested on a white piece of paper by use of a match stick end dipped in the ink.

A cartridge can be reused in this way 6-10 times before it needs replacing and this type of ink does not block so easily as that used in some of the other black refill kits available.

If you have the standard capacity HP51608A ink cartridge, ignore the previous instructions – simply clean it out and fill it with the food colouring.

Contacts

Imagecopy 2 (£19.95) and 3 (£29.95):
FaST Club, 7 Musters Road, Nottingham, NG2 7PP.
Tel: 01159 455250.

Reusable syringes:
Total Computing, Freepost, 16 Station Road,
Poole, Dorset, BH14 8BR. Tel: 01202 717001.

Inkjet refills:
Rodesign, 195 Milwards, Harlow, Essex, CM19 4SJ.
Tel: 01279 444313
System Insight, Units 1-3 East Burrowfield,
Welwyn Garden City, Herts, AL7 4TB. Tel: 01707 395500.

Colour by numbers

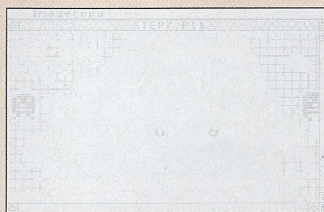
If you've only got a mono DeskJet and you want to produce colour, three separate colour cartridges are needed. Although you can use one, it would mean that you have to keep cleaning it thoroughly every time you need to change colour.

The cartridges can be stored by wrapping them in clingfilm or storing them in a small plastic bag with a piece of damp tissue. This will protect them from exposure to air and potential blockages. You should also use the rubber paper guide mentioned for best registration results.

See that you have cartridges filled with blue, one with cochineal, and one with egg yellow, and one with black. You'll also need a version of Imagecopy, either 2 or 3, which is available from the FaST Club.



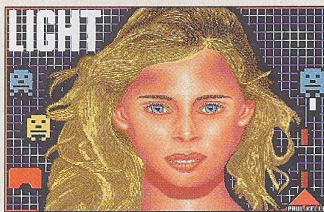
Right: Select a 12 by 12 matrix from the halftone selection screen. Make sure that print quality is set to best to reduce any possibility of banding.



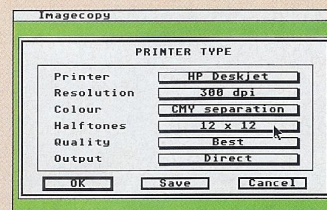
The paper is feed through the printer a second time for the magenta (cochineal) separation.



Add the final black separation to your work. The print order of the first three colours does not matter but make sure that when printing, you do the black separation last.



Left: In Imagecopy choose Printer type from the Options menu and select CMYK Separation from Colour box. Follow the normal procedures for printing from this program.



Feed the paper through the printer for the first time for the cyan (blue) separation. Make sure it is secure and loads from the same position each time it is loaded.



Add the (egg) yellow separation. This may be a little weak compared to blue and magenta. If so, increase its saturation to 100% in the Adjust colours menu.



Allow a few seconds to dry and *voilà* – the finished product! A full colour picture printed from a mono inkjet – at a fraction of the cost of that of commercial ink cartridges.

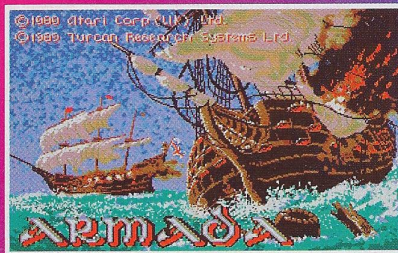
Mega Games Bundle!

£15
inc. p&p

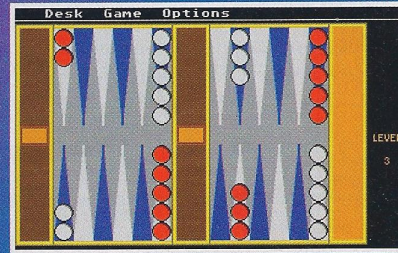
Nine classic games – the full packs including manuals, all for just £15!



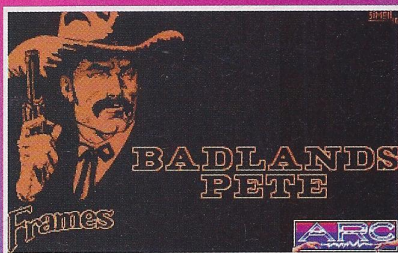
9 Lives Wacky and catchy – four massive levels with hundreds of rooms, stunning animation and dozens of characters.



Armada Full story of the Spanish Civil war including 60-page manual with full history – take the helm as Lord Howard or lead the invaders.



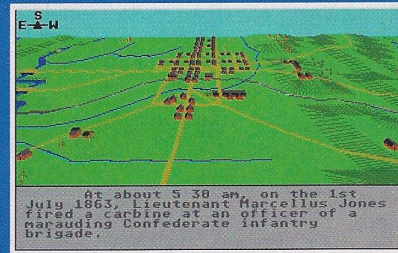
Backgammon The classic board game, Backgammon is probably the oldest of all games combining skill and chance.



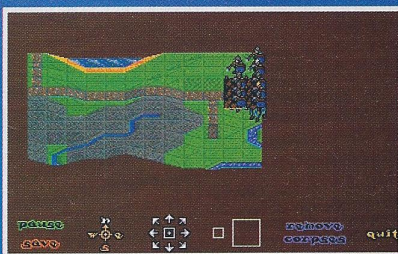
Badlands Pete Take on the role of the meanest, leanest six-gun toter in the Wild West. Smooth scrolling and 3-D sprites bring this game to life.



Chronicles of Omega A magical quest where good clashes with evil – battle your way to the demon castle for the final encounter.



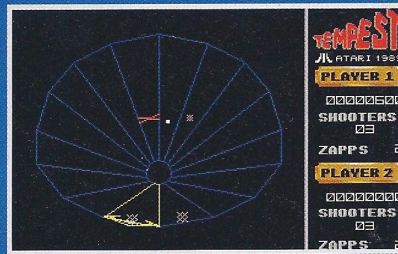
Gettysburg A classic war game sim. Can you lead the out-numbered rebels to victory and win the greatest battle in the American Civil War?



Prince You're in the tenth century here – lead a great military campaign with the aim of making your army victorious.



Pyramax As an intrepid intergalactic explorer you must decode the devious booby traps to reach the incredible Crystal of Thaal.



Tempest A classic Jeff Minter shoot-'em-up and forerunner of the highly-acclaimed Jaguar version, Tempest 2000.

Please rush me the Mega Games Bundle. I enclose payment of £15

Name

Address

Postcode Telephone

Visa/Access/Mastercard/Delta/Switch number:



Expiry: /

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Credit card order line: **0487 773582**

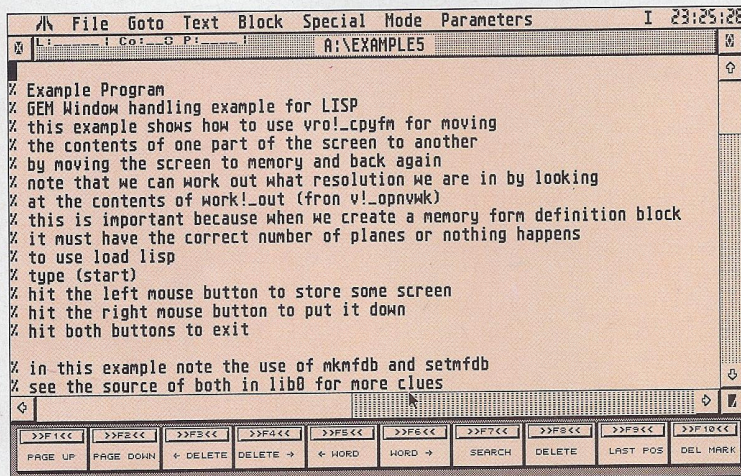
Send your order to:

**COMPO Software Ltd, Unit 3
Green Farm, Abbots Ripton,
Huntingdon PE17 2PF**



More words of wisdom from
Jon Ellis on the subject of
programming...

Never mind the language



In the first part of this feature, we looked at the resources needed for successful software development. Once these are in place, the programming process proper can begin.

The first and most important step is to analyse the problem thoroughly. Think carefully about what the program is to achieve and how it might be done. Sketch out ideas on paper or on a word processor. Outliner programs may be useful for ordering thoughts in a logical fashion. It is a good idea to derive an approximate specification of features for the finished program and then try to stick to it. It may be tempting to add extra bells and whistles along the way

LISP, one of the many minority interest languages available for the ST.

but too many of them can make it difficult to keep focused on the main point of the project.

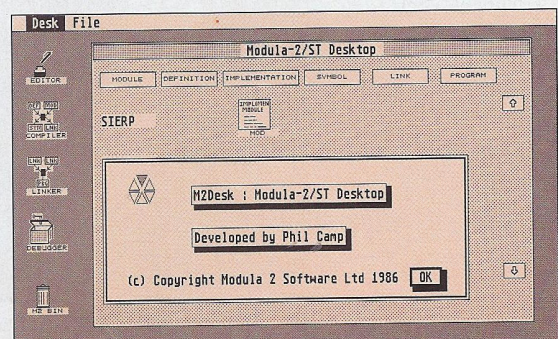
Choose a language

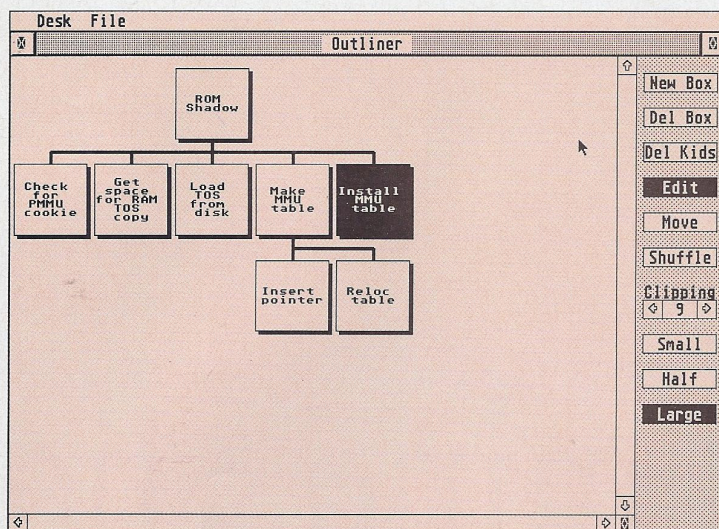
Choose an appropriate language for the task – just because something can be done in a particular language does not mean it is best done that way. It is important to be comfortable with a language as programming is much more efficient if you are thinking about the problem rather than about the language.

For most applications a general purpose high-level language like C, BASIC or Modula 2 is fine. For access to low-level system facilities, specific routines can be added in assembler. For system extensions or interrupt handling, however, assembly language is essential.

If possible, keep your development system up-to-date through upgrades, especially if you want to develop applications for systems running the latest

TDI Modula 2 had an innovative development environment but is no longer supported.





Planning a programming project with Calligrapher's outliner.

software such as SpeedoGDOS, Magic and MultiTOS. Unfixed bugs in compilers and code libraries are very frustrating aspects of programming!

Research and design

In many programming projects, particularly those involving complex interfaces

or delicate system hackery like hard disk drivers and monochrome emulators, it may be difficult to see precisely how to approach a problem. In such cases, don't be afraid to throw together a quick test program to check out your ideas or the merits of alternative algorithms.

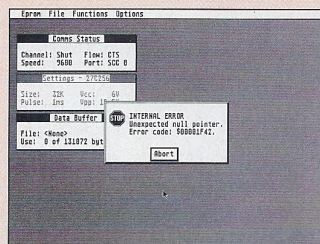
Prevention is better than cure

Finding and fixing bugs in a program is a time-consuming process. The best solution is to take some preventative measures:

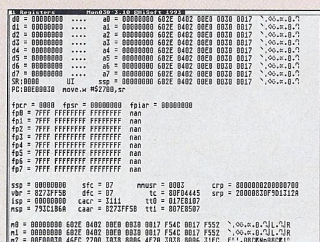
- The worst bugs occur when a program is fundamentally flawed due to bad design – fixing these often requires a complete rewrite of large sections of code. With a little care in the early analysis and design stages, this can usually be prevented.
- Another type of bug is caused by code being exposed to combinations of circumstances that were not anticipated when it was designed. This is a particular risk when pieces of code are being reused some time after writing. Minimise this hazard by documenting the source code carefully, noting any assumptions or restrictions in particular routines.

- **Defensive programming techniques.** The simplest of these involves having a routine check that its inputs have sensible values before launching off into its work proper. Taken to extremes, this approach can make programs bulky and slow, but it is extremely effective when used carefully. For example, in C, checking that pointers are non-null before using them will prevent a lot of bus error crashes (two bombs).

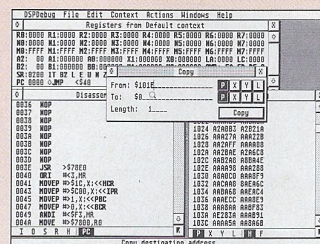
If these measures fail, some debugging will be required. At the simplest level, this may involve careful rereading of the source code. Another useful approach is to use print statements to provide a trace of program flow or variable values. Subtle or complex bugs may need dedicated debugging software.



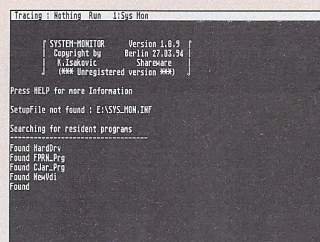
Checking for null pointers allows a civilised exit rather than a crash...



Debugging a program using HiSoft's Mon...



The debugger with the nicest interface –
Brainstorm's DSP Debugger for the Falcon.



Other useful utilities for debugging include SysMon by Karsten Isakovic.

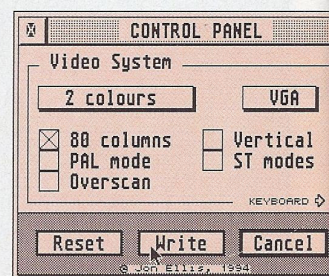
By developing and debugging routines in this fashion, the main program can be assembled from pieces of known working code, allowing you to concentrate on structure and design rather than the intricacies of routines.

And finally, the activity that everyone thinks programming is all about: coding. If the preparatory work has been done well, writing the code should be fairly straightforward.

Here are five suggestions born of experience:

- Keep the code simple. Don't use a complicated construct just because the language supports it. Clear code that expresses the thinking behind the program is much easier to debug and maintain.
 - If your language supports it, group like routines into the same source code file or module. Where possible, reduce the number of global variables by using variables local to a module. The more distinct and better isolated a module the easier it is to debug.
 - Try to reuse code – another task aided by modularity. With time, you should gradually accumulate a library of useful routines that will contribute increasingly towards future programs
 - Avoid code specific to a machine or operating system. If such code is necessary, document it carefully, and confine it to one source code module. Don't make assumptions about hardware or TOS features – use enquiry functions and the cookie jar to determine program behaviour.
 - Comment your code carefully. Don't waste time documenting the obvious bits; spell out the design and niceties intricate pieces of code. Key features requiring documentation include any restrictions or limits on inputs to a function, possible return values and places where code relies on a structure or data set up in another part of the program.
- Though such a structured approach to programming may seem a little restrictive at first, the discipline will yield benefits in reduced debugging time and increased program reliability. On top of that, you will have the satisfaction of knowing that your new creation is clean, tidy, and professional. In short, a job well done!

Keep your
development
system up-to-date
if you want to
write CPX modules.



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The logo for FEM DESIGNER is presented on a white rectangular background with a black border. The word 'FEM' is rendered in a stylized font where each letter is composed of a grid of small squares. The word 'DESIGNER' is written in a bold, sans-serif font with horizontal lines through each letter. The entire logo is set against a yellow background.

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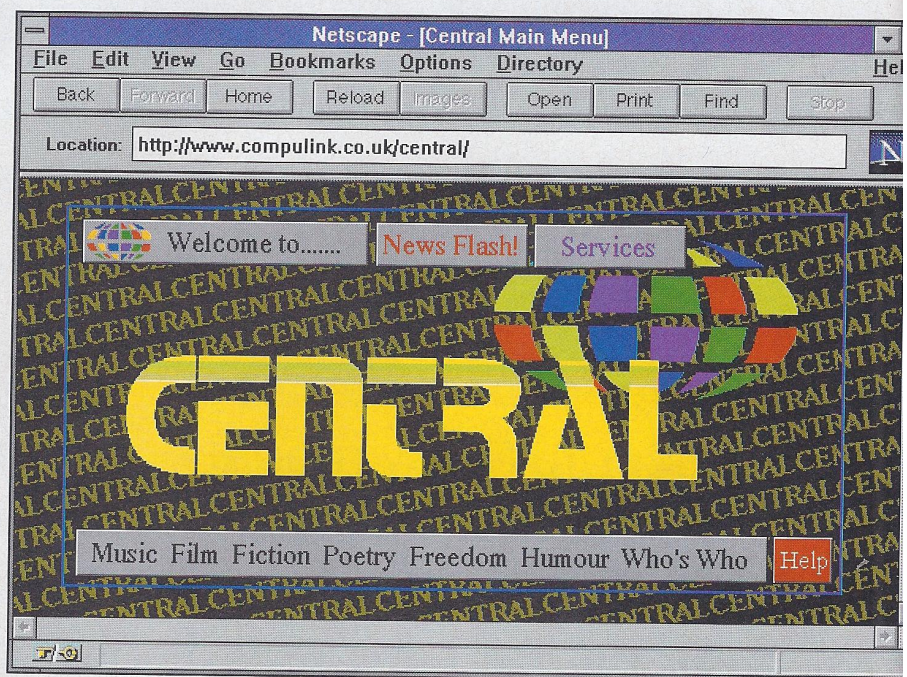
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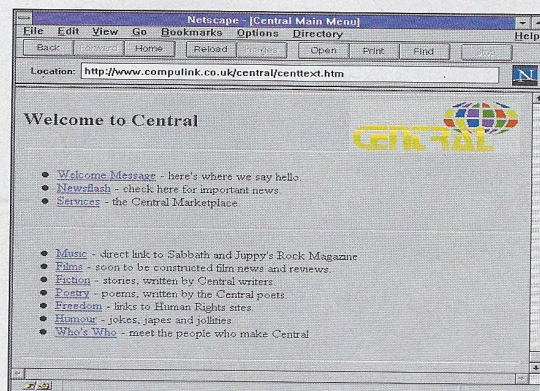
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Feel Like Makin' Web

Graeme Rutt and
Alexa Robinson take
on the task of
creating *Atari World's* very own
World Wide Web
site...



Central's option text
menu, again shown
in Netscape.



This month sees the start of a new series in which we'll be creating a World Wide Web site for *Atari World*. Along the way we'll be showing you how to write code in the Hypertext Mark-up Language (HTML) and how to use the various Web browsers available on the Atari platform.

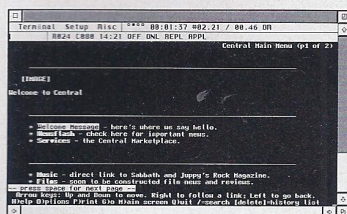
Your first duty as a prospective Web site creator is to plan your site and to find some suitable storage for the data. Like most things in life a little forward planning can help stop a lot of future problems.

Many Atari enthusiasts will have text-only access to the Internet. But from personal experience I know that a lot also have some kind of graphical access so it seems logical to give users a choice of a main menu displaying graphics or text.

The subsequent pages linked to the main menu will be both text and graphics based but HTML code gives us enough leeway to create pages with graphics that look okay even if viewed with a text-only browser.

For ease of use all pages will link back to the page they're linked from and also the main menu. This kind of system makes it nice and easy for users to find their way around the site.

The Central site's
graphical menu,
viewed with
Netscape.



Pages viewed through the text-only Lynx viewer are a little less than inspiring...

Our site is designed to promote the *Atari World* magazine so it makes sense to lay out the menu as a contents page. This will link to various sub-sections: editorial, subscriptions, readers' offers, foreword from the publisher and graphic scans of the front page of each issue.

This will be a solid enough site to start with, although it always makes sense to allow space for expansion in the future. As long as we leave plenty of room in the main menu we'll be okay.

Browsing...

Next we have to look at the different programs that people use to browse the Web. As the site is going to be graphical in nature we're going to use Netscape features. Netscape is the most popular browser and it provides the Web builder with some tantalising graphical possibilities.

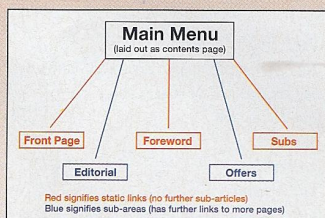
As a Web builder there are four questions to consider. Who are my audience? What content will I include? How should it be displayed? And, last but not least, which Web browser shall I write my code for?

When you have your answers you will have a broad plan on which to base the next step, creating your pages. Before we get onto that (next month) there's one more stage of pre-production to consider; resources. If you're going to require any graphics or sound for your pages then get thinking about how to get hold of or create them.

Site schematic

If your site is going to be more than a couple of pages long, you'll find that you can make things a lot simpler by creating a site schematic. Here's my rough sketch for the links on the *Atari World* site.

As you can see, there is no reason to make this plan too specific during the planning stage. For example, we know that all pages will link back to the main page but there's no reason to show all those fiddly links.



Schematic for the *Atari World* Web site.

Oh, what a tangled Web we weave...

There are many reasons for building a Web site – you might want it to be a graphic business card and CV or a club noticeboard. If you're a company, perhaps exporting goods, you can use the Web as an affordable distribution network. Anything is possible and right now is a great time to test the waters.

It is vital to be clear about what your site is for. Dedicated a machine or network to World Wide Web access, installing the lines from BT, Mercury or Pipex, then installing a server, is the optimum solution, giving complete control over information output. But this is a full-time operation in itself, and not the solution if making a profit from the Web presence is the plan.

A far more reasonable option is to lease storage from an existing Internet provider. These entities are appearing all over the UK and their terms are often quite flexible. In fact there are some that include up to half a meg of free Web storage with every account.

The first consideration is local dial up access. Finding the closest connection will definitely save money in the long run. In fact, it is even possible to use a local connection to "telnet" or "FTP" into a different remote account where Web pages are stored. Anything is possible on the Internet so getting connected is your first concern!

If distribution of information is your primary goal, just about any server will offer the means. The user interface is an important factor. Can you alter your information directly? Easily? Ask! At least one storage provider insists you send a floppy disk with your pages and pictures for them to install. Others allow 24 hour access to your own pages, to alter and update at any time. Again, pricing varies.

If your project is of a commercial nature, and you hope to take orders for goods and services directly from your Web site, a high degree of security is desirable before users provide credit card information over the Internet. Ask the server what they can offer in the way of safe information flow and find out, too, what support is available for forms and the input of information. This option can vary from simple automated e-mail to complex forms that split information to many different e-mail addresses.

Another option available is FTP storage as well as Web pages. If you intend to distribute any digital information, consider this to allow users to download much larger amounts of data than is reasonable from page viewing. The WWW offers vast possibilities for the distribution of shareware, for instance. If this is desirable, make sure your server offers this option.

It can be very time consuming and frustrating to move to a different provider once your Web site is established so plan as much as you can before you go into an agreement. Nothing is absolutely fail-safe but careful preparation can help avoid the pitfalls.

Servers

Use this guide to locate the server in your local area via your phone book.

Company	Contact	Email address	World Wide Web address
Alladin	info	aladdin.co.uk	http://www.aladdin.co.uk
Almac	postmaster	almac.co.uk	n/a
Atlas Internet	mail	atlas.co.uk	n/a
BBC Networking Club	info	bbc.org.uk	http://www.bbcnc.org.uk
BTnet	internet	bt.net	n/a
CityScape	sales	cityscape.co.uk	http://www.cityscape.co.uk
CiX	cixadmin	cix.compulink.co.uk	http://www.cix.compulink.co.uk
Compuserve		n/a	http://www.compuserve.com
Delphi Internet	ukservice	delphi.com	http://www.demon.co.uk
Demon Internet	sales	demon.net	n/a
Direct Connection	helpdesk	dircon.co.uk	n/a
Dungeon Networks	dale	dungeon.com	n/a
EUNET GB	sales	Britain.EU.net	n/a
Easynet	admin	easynet.co.uk	http://www.easynet.co.uk
Educational Exchange	postmaster	galviz.co.uk	n/a
ElectricMail	info	elmail.co.uk	n/a
ExNet	helpex	exnet.com	n/a
Frontier Internet		n/a	http://www.ftech.co.uk
FutureConnect	netmag	futurenet.co.uk	http://www.futurenet.co.uk
Genesis Project	sales	gpl.net	http://www.gpl.net
Glass Asylum	gmc	glass.jecsystems.com	n/a
GreenNet	support	gn.apc.org	n/a
IBM Global Network	inquire	uk.ibm.com	n/a
Integralis	market	integralis.co.uk	n/a
Lunatch	info	luna.co.uk	n/a
Microland	support	trevan.co.uk	n/a
MKBS	sysop	mkbbs.co.uk	n/a
On-line	sysop	online.co.uk	n/a
Pavilion Internet	info	~pavilion.co.uk	n/a
PC User Group	info	ibmpcug.co.uk	http://www.ibmpcug.co.uk
PC User Group	help	win-uk.net	http://www.ibmpcug.co.uk
Pipex	sales	pipex.net	n/a
Rednet Online	info	rednet.co.uk	http://www.w3.rednet.co.uk
Sound & Vision BBS	info	span.com	n/a
Specialix	keith	specialix.co.uk	n/a
Spud's Xanadu	swhe	spuddy.uucp	n/a
Total Connectivity	sales	tcp.co.uk	n/a
U-Net	hi	u-net.com	http://www.u-net.com
ZetNet	pm	zetnet.co.uk	n/a

Clubbin'

Digging out a grimy road map from the glove compartment, Harry Sideras gets out and about to visit Cheshunt Computer Club.

For some years I've been aware that the Cheshunt Computer Club (CCC) is one of the highest profile Atari user groups around, having seen countless mentions on bulletin boards and a regular advert appearing in ST Applications. Now that I've moved back to London, it's not surprising that this should be my first port of call.

Like many long established user groups, CCC began its life back in the days of the 8-bit Atari when it called itself the Lea Valley Atari Users Group. A structure was established that included the appointment of a president – a rather grandiose title considering it met in peoples' homes or the local pub – but this organised approach is one of the reasons it has survived the inevitable change of personnel over the last 15 years.

When some of the key players moved on to another platform the remaining membership, which had grown steadily, decided to move the venue to Cheshunt where they remain to this day.

On my arrival I was met by Michael Irish, the club's chairman, and the most genial of hosts. Any new arrivals are soon taken under his wing and put at ease with the offer of tea, biscuits and friendly chat. I make a point of this

because you wouldn't believe how important it is to find a friendly face before getting to grips with the machines dotted around the room. It can be quite daunting.

Before long, I wanted to get stuck in to meeting some people with similar interests to me and Michael was again the person who could point out the huddles that would suit me.

In the early days, the user group produced newsletters, held raffles on the door to win software, organised meetings dedicated to specialist subjects and suchlike. As time went on, things changed and the preferred format is now general discussion and a much less formal approach. This works well for several reasons, not least of which is the way Atari magazines have covered the basics regularly and thoroughly. However, there's really no substitute for sitting down and running through the capabilities of a particular

User groups can utilise the creative expertise of their members to advertise meetings.

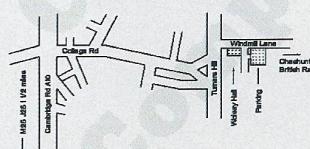
Why not join...

- ✓ Help for beginners
- ✓ A friendly welcome
- ✓ Insurance for computers in transit to or at the meetings
- ✓ No annual subscription
- ✓ Admission £2 at the door
- ✓ First meeting free for newcomers
- ✓ Free refreshments

Meeting dates

22nd February 1995
22nd March (AGM)
28th April
24th May
28th June
26th July
August – no meeting
27th September
25th October
22nd November
20th December (Xmas party)
24th January 1996
28th February
27th March (AGM)

Affiliated to the British Association of Computer Clubs and the Association of Atari User Groups



Meetings are held on Wednesday evenings 7:00pm to 10:00pm in the Garden Suite at the Wolsey Hall, Windmill Lane, Cheshunt, Herts. Cheshunt is close to the M25 J25.

Membership

Derryck Croker
01923 673719
Peter Moore
01992 837531

Chairman

Michael Irish
57 Rowans
Welwyn Garden City
Herts
AL7 7NZ
01707 327193

...the Cheshunt Computer Club

Feedback

As before, any feedback you have will be gladly received. You can contact me at the magazine or via email to:

sidcelery@cix.compulink.co.uk.

Or why not drop in at the Cheshunt Computer Club – it goes without saying that I'm now a member!

software package with an experienced user.

I was pointed toward Derryck Croker, the club's membership secretary and a real stalwart of the Atari scene. Being a bit of a hardware freak, Derryck had brought along his STFM, now installed in a tower system and running on a mono monitor with OverScan and the Teradesk replacement desktop. Nice!

Derryck managed to sort me out with some PD fonts for NVDI and I brought him the new version of Touch-Up to see if it was more OverScan friendly than the last one. Unfortunately it wasn't. This is the kind of thing that user groups are good for – you can check out the latest releases and make sure they work with your setup before you fork out for them.

On my way to meeting other members of the group, I managed to dodge Peter Moore, the treasurer. Normally the club charges everyone \$2 to contribute to the hire of the hall but this is waived for people attending for the first time.

It's tempting to continue listing the people that I met and hardware and software I viewed on this and other visits since but it isn't possible in the space that I have. A brief list would comprise Murray's advertising flyer for the club, produced using Calamus SL and a colour Deskjet, Jeremy's Jaguar running Alien v Predator all night and Jon's enormous Falcon setup running Apex Media. Believe me, there's a lot to offer.

I must finish by giving special thanks to Derryck, Murray and Bob for their help and information and everyone else at the club for the courtesy shown to me and the welcome for Atari World.

Making contact

The Cheshunt Computer Club meets regularly on the last Wednesday of each month at:

The Wolsey Hall
Windmill Lane
Cheshunt
Hertfordshire

For further details, contact Derryck Croker on 01923 673719.

WHY NOT JOIN...

MEETINGS ARE HELD ON WEDNESDAY EVENINGS 7:00pm to 10:00pm in the Garden Suite at the Wolsey Hall, Windmill Lane, Cheshunt, Herts. Cheshunt is close to the M25 J25.

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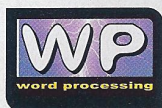
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Q&A

You send in the questions – Ofir Gal and his team of experts set about solving 'em...

PC Compatible



Q At work I use a PC with Microsoft Word

6, but I would like to work on documents at home using Protex on my ST. Unfortunately, Protex can't read Word documents and Word certainly can't read Protex documents! Is there

anything I can do to get around this problem?

Mark Smith via Internet

A There are two possibilities. The first will always work: use files in plain ASCII format. These contain only the standard ASCII character set and will always be interchangeable. Ask Word to save a file in "Text only" format to a floppy disk. Make sure that the floppy is not a high density one (although MegaSTes and Falcons do have such drives.) On the ST, run the conversion program supplied with Protex. To run this from the Desktop, double click on CONVERT.TTP and hit Return when the dialogue box appears. Choose "Import file conversions" from the first menu and then "ASCII to Protex".

Type in the name of the file you want to convert, then the

name you want the converted file to have. You can specify another drive and directory for the new file if you wish. When the conversion is finished, run Protex and load the converted file. You may need to reformat it – choose "Format text" from the Format menu. Your document will have lost all its text attributes, such as bold, italic and so on, but all the text will be intact. When you save your file from Protex, save it as ASCII – choose "Save as..." from the File menu in Protex, then save the file as "ASCII - Reformattable".

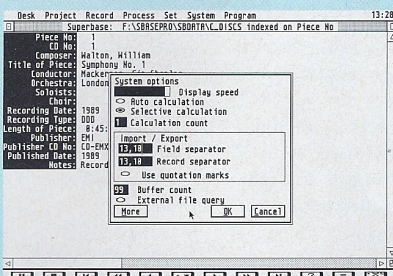
The alternative is to use a common file format designed to overcome this kind of problem. This is called Rich Text Format (RTF), which both Word and Protex support. Do the same thing as for ASCII files, choosing "RTF to Protex" in the conversion



Superbase Pro printing
Q I'm having a problem printing reports in Superbase

Professional. It only seems capable of printing in columns which isn't too good if one has long fields and wishes to print them on an 80-column printer without resorting to condensed fonts. What I want is to print each complete record one after another with each field occupying a single line – similar to Record View with Paging off. But if I try this with Output set to the Printer I get records split between pages. No doubt this could be done by writing a Superbase program. I have studied the manual many times but cannot see what to do.

James McKay, Aberdeen



Solution 1: the Import/Export section of the Options dialogue box decides how fields and records are to be separated when sending output to the disk.

only problem with this is that you don't have the field names at the start of each field.

• Second possible solution

What is ideally needed is a way of getting the Record View sent to a file for processing in a word processor. I've come up with the following little program.

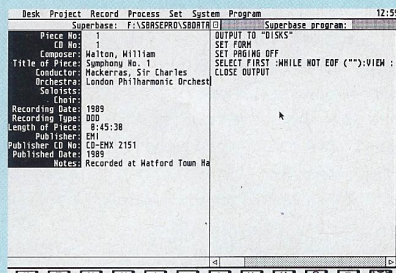
Load your database file as normal. Click on Program and New. Enter the following, choosing a suitable file name:

```
OUTPUT TO "filename"
SET FORM
SET PAGING OFF
SELECT FIRST:WHILE NOT EOF(""):VIEW:SELECT NEXT:WEND
CLOSE OUTPUT
```

Run this and quit Superbase. Load the resulting file into your word processor. This form of output mirrors output to the printer, so the page width is the same as set in Superbase. You'll see a carriage return at the end of each line and lines split and padded out with spaces.

What we need is to split each line at the | character (Shift \), which delimits every field, and then get rid of the carriage returns at the

end of each line. But, if you get rid of the carriage returns first you'll end up with one enormous single line of text which most word processors or editors won't cope with. Some will, like Protex, but any subsequent processing takes forever. So, do this: using Search and Replace replace the carriage return character with a carriage return and a unique, unused character, say



Solution 2: with the data file loaded, enter the program into the Program window and Run.

a tilde "~". Most word processors will allow you to enter a carriage return in the search and replace dialog, try CNTL-M or ALT-13 on the number pad if not. Where CR equals the carriage return character ASCII 13, do this sequence:

Search CR
Replace CR~

Search | (shift \)
Replace CR

Search CR~
Replace (nothing)

Then separate each record by searching for the first field, say:

Search PieceNo
Replace PieceNoCRCR

I've tried this and it works very well. **Mark Baines**

A I don't think the solution can be achieved using Reports and Queries because of the default column format for reports, but you can get around many of these deficiencies by producing a report to a disk file and then loading it into Protex, where it can be formatted as you wish.

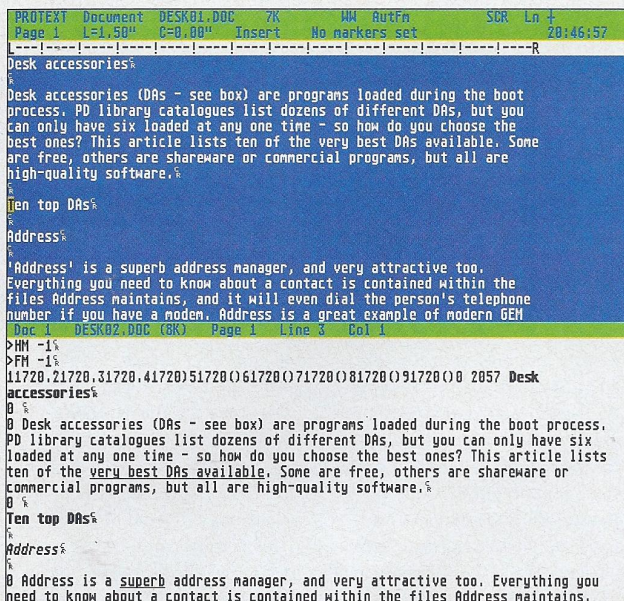
• First possible solution

Click on Set/Options and in the Import/Export section and enter 13,10 (carriage return/new line) for the Field Separator and 13,10 for the Record Separator.

Click on Export menu item and, at the Filter, choose which records you want. Leave it blank if you want them all, or enter a filter command to select some, such as: Composer LIKE "Elgar".

At the Export File Type dialogue box, choose "ASCII delimited" and at the next dialogue box, enter a filename.

Load this file into your word processor. This will be similar to what you want. Enter headings, page numbers and the like as usual and format so that each record doesn't split over two pages. The



Protex and Word on the Mac both support Rich Text Format, but you often get more than you bargained for...

program. However, you need to run the conversion program after saving your document from Protex, which can't save RTF files directly. Choose "Export file conversions" in the conversion program followed by "Protex to RTF".

The disadvantage of RTF is that the files Word saves may not always be entirely compatible across the two platforms. The screenshot shows the same file in Protex after having been converted into ASCII (blue background) and RTF (white background). Note

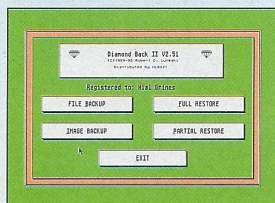
that the ASCII version has lost its text attributes, while these are retained in the RTF file, but some unwanted garbage has crept in! In general, you might find ASCII more convenient until you come to do the final formatting of the document.

There is a third possibility which I have not tried. Both Protex and Word can read and write Wordstar files; you might try this as a common format and see if it works better than RTF. If you want to explore the use of RTF further, both Calligrapher and Papyrus can use RTF files, and Calligrapher at least copes quite well with the files produced by Word. *Steve Pedler*

Part 'n' parcel

TIP Deciding how to set up a large hard disk is a tricky business. The temptation is to use one mammoth partition, but splitting the drive up into smaller sections makes sense for several reasons. Firstly, it allows you to keep data and applications separate. Not only does this make back-ups easier - application partitions rarely change - it also safeguards against total data loss; after all, most problems will be limited to a single partition. As a bonus, your application drive will not become fragmented.

Dave Rickett, Cornwall



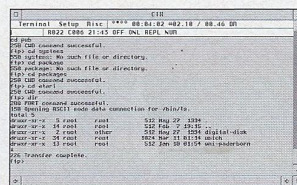
Sensible partitioning protects against data loss and makes a hard drive much easier to back up.

Surf's up!

Q I've been reading a lot in the press about the Internet and would like to get "on-line". I have an Amstrad SM2400 modem, which I use to call bulletin board systems, and I use a 4Mb STe with a 40Mb hard disk. Is this a suitable set-up for using the Internet and how do I get on-line?

Dave Hardcastle, W. Yorks

A Apart from the modem, your set-up is fine for some 'net surfing. The 'net tends to be very data intensive and a connect speed of 2400 just doesn't cut the mustard these days. You might think about picking up a 14,400 modem (look for the words "v32bis" and "v42bis" in the advert) which you can get for around £150. Alternatively,



Connect and CIX - a powerful combination that gives you full (text) access to the 'net.

you might like to think about going for a top-speed 28,800 modem ("v34" or "V.FC") which cost a little over £200.

For your Internet connection you can either go through a system like CIX, which gives you "buffered" access to the 'net, or you could use Demon or Easynet, services that give you a direct connection. CIX is more expensive but enables you to use your favourite comms terminal (and you also get a very fine non-Internet commercial bulletin board to use). Direct connection providers require you to use specialised networking software - on the Atari the package is called NOS. It's a bit of a pig of a program but once you get it working it's more than adequate for most Internet needs. *Graeme Rutt*

Guide lines



Q I've recently noticed an alarming

trend - shareware and PD authors are providing ST-Guide help files instead of ASCII documentation! I usually print out an ASCII reference text but can't even get ST-Guide running on my system. Am I missing something?

Richard Pope, Brighton

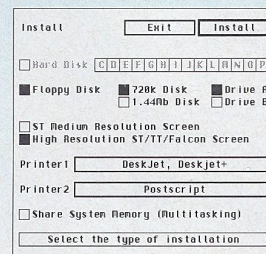
A ST-Guide documentation may be in STG or HYP format. An STG file includes keywords but is still readable ASCII that can be printed out like any other text file. HYP files are compressed STG files that can include images. The ST-Guide

Double trouble

TIP Users of the ST Review Calligrapher disk may be interested to learn that it is possible to run the Calligrapher upgrade on two floppy drives.

I was disappointed when the installation procedure did not allow for this, so I installed a PD utility called "Tandem" into the AUTO folder. Calligrapher now runs perfectly with the program disk in drive A and the printer disk in drive B. Tandem is intended for games that use two disks, but it works perfectly with Calligrapher. Use drive A to save files, with a separate disk.

John Goldsmith, Howrah, Australia



Install me - the Calligrapher upgrade didn't support two disk drives.

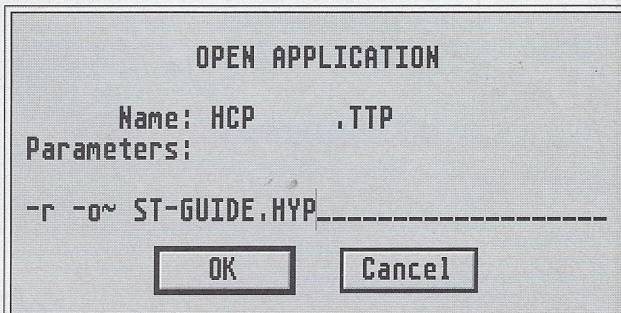
viewer displays HYP format files and can print individual pages and copy text to the Clipboard.

HYP files are generated using the ST-Guide Hypertext Compiler (HCP) which can be used to "reconstruct" the original STG file along with any included images.

If ST-Guide doesn't run properly on your system try renaming ST-GUIDE.INF to ST-GUIDE.INX using the Desktop "Show Info" option. This disables the INF file forcing ST-Guide to use its internal defaults.

If disabling the INF file allows ST-Guide to run, you need to configure ST-GUIDE.INF for use with your system. Load the INF file into any ASCII text editor (like Everest or Tempus) and edit each option in turn. Work on a back-up copy so you can compare changes with the original file. *Joe Connor*

Run HCP.TTP and enter -r -o and a HYP filename to rebuild the original STG file.



Down 'n' out?



Q I am writing to ask advice about the hard drive I have just assembled from parts: Quantum LP120S disk unit, power supply, Translator host adapter and HD Driver software. It all works rather well... on its own! The disk hums away quite happily and only gets moderately warm. The trouble is that after partitioning and subsequent trial, there is severe data loss.

● Loaded files just vanish, will not run, visibly break up after additional file transfer, then cannot be deleted, etc. There is no "wipe" utility with HD Driver, so the drive just has to be repeatedly re-partitioned.

● Often, some or all four partitions just disappear, in which case the hard disk driver software, cannot even "get at" the drive, making partitioning impossible.

Ruling out the drive unit, adapter and software, there seems to be only one possible cause of the problem. My TOS 1.06 vintage 520 STe (now upgraded to TOS 2.06/4Mbytes) has the dreaded faulty DMA chip in it which has ID-No C025613-38-PH-23-030. However, my computer has C025913-38-PH-23-030, a close relative.

On the other hand, ever since installing TOS 2.06 last year, I have noticed a problem where floppy disks formatted on my external drive or with FASTCOPY.PRGM will not boot. An STe circuit diagram I have shows that the DMA chip also services the floppy drives, so maybe both problems derive from this one component?

Have you, come across these problems before – can you pinpoint some reasons? If you do think this particular IC is at fault, would you mention a replacement IC and ID number and where it may be found. A good quality socket is already waiting for action...

It would be sad indeed to find that my brand-new and much-needed acquisition cannot now be made to work and I do hope you can give some practical directions!

J. Lambert, Sydney, Australia

A It is very difficult to diagnose the cause of such problems by post, without access to the hardware. You suggest that the problem is due to the infamous STe hard drive problem, which arose when Atari shipped a batch of STes containing a sub-specification DMA chip. The flaw usually manifests itself as random disk errors that typically occur after a couple of hours continuous use.

Such a rogue chip may well be responsible for these woes, though three points suggest that this may not be the whole story:

- Your data loss is rather more severe than is typical for the STe DMA bug, and there is no hint of any time-dependency of the corruption;
- There is no direct evidence that the hard disk unit is fully operational. Although the drive spins up, and consumes a normal amount of power, this does not tell us anything about the function of the host adaptor board or the cabling. However, the

While some STes had a serious DMA chip problem, this is not the only cause of problems...

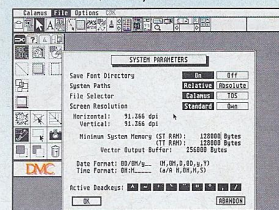
fact that the disk can be partitioned and seen by TOS argues against a fundamental error;

● It seems likely that the machine suffered some form of damage during the ROM installation, as there is clearly a problem with the floppy. This may be unrelated to the hard drive errors – for example, a knock on the floppy mechanism causing a misalignment of the read/write heads. This seems the most plausible explanation, as something like static damage to the DMA chip would be expected to affect all floppy disk reads/writes, no matter where the disk in question was formatted.

Memory matters!

TIP The most common cause of crashes under Calamus SL is shortage of memory. At the first sign of trouble, ditch any unneeded AUTO folder programs and desk accessories – replacement file selectors are easily dispensed with, because Calamus offers its own. If problems still persist, increase SL's internal memory allocation (System Parameters module) and disable all caching through the Miscellaneous Settings dialogue box. With any luck, this will solve the problem – if not, it's time to start saving for a memory upgrade!

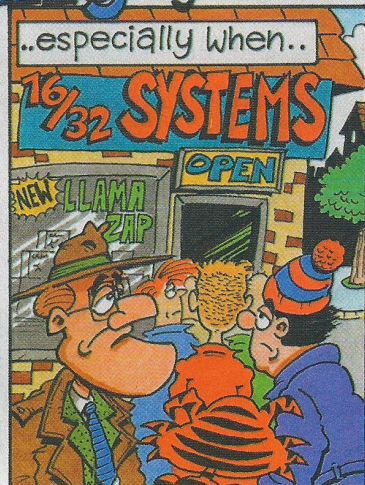
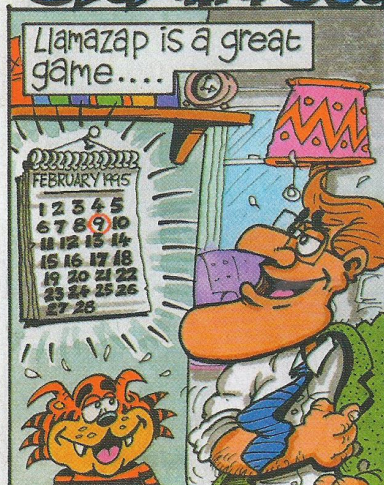
Colin Johnson, Stockport



Calamus SL stability problems can often be solved by increasing the internal memory allocation.



Sid and Scuzzzy by Dave Howell and Paul Van Linden ©95.



If at all possible, try to test the hard disk on another ST (preferably not an STe!). This will narrow down the possibilities greatly. Similarly, testing another floppy in the machine will also be helpful. If, after these tests, the DMA chip still appears to be the culprit, then maybe a replacement is indicated. System Solutions (fax number: +44 181 693 6936) stock DMA chips, and may also be able to advise on whether the present chip is from the duff batch. Best of luck! *Jon Ellis*

Light fears



Q I am a writer in a team that writes

ASCII information text files for a Public Domain Information Producer, and in our next disk, we would like to include pictures, diagrams and representations of the subject matter.

My question is, what is the difference between an ordinary mouse, an

Desktop accessories

TIP Through trial and error, I have discovered a way of running some desk accessories without having to reboot. This method only works on standard TOS versions, so don't try it with MultiTOS or MagiC.

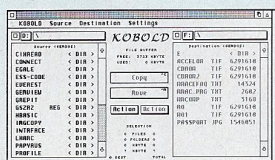
Just add one line to the DESKTOP.INF or NEWDESK.INF file on your boot disk. Load the file into a text editor or word processor and add the line:

```
#G 03 FF *.AC?@ @
```

This should go just below a similar entry that ends with *.PRG@ @. This makes the system load the accessory as if it was a stand-alone program. The question mark means that both ACC and ACX (disabled accessories) can be loaded.

This only works for desk accessories that can be renamed and run as a standard program, such as Fastcopy. Some will refuse to work and will probably crash your machine. Also, be careful not to edit other lines in the DESKTOP.INF file in any way! Make sure that the text editor you are using does not have some option to remove trailing spaces. I've been bitten by this one when I used the otherwise excellent Everest to perform this surgery...

Mark Wade, Bath



Kobold is one of many desk accessories that can run as stand-alone programs and it works rather well with this trick.



An optical mouse gives you extra-smooth movement, while the Tabby is ideal for tracing images.

optical mouse and an optical pen mouse? The name "pen mouse" implies to me that it is a mouse in a pen shape and if it is such, would one be able to use this device to copy line diagrams from paper to monitor in the same scale?

Also how compatible is an optical mouse, be it pen or standard type? Would such a mouse work with Neochrome, Canvas and Degas Elite, for these would be the formats we would be distributing in.

J. J. Bond, London

A A computer mouse operates in one of two basic ways:

The standard roller-type translates the movement of the ball, via two small rollers inside the mechanism, into horizontal and vertical components. This information is interpreted by the ST into similar movements on the screen.

The optical type depends on the reflection of light against a fine hatched surface to detect movement. As such, it's not generally possible to use it on anything other than the special mat provided – no using your jeans or the table here. The way the movement information is sent to the screen is the same as for the roller-type mouse.

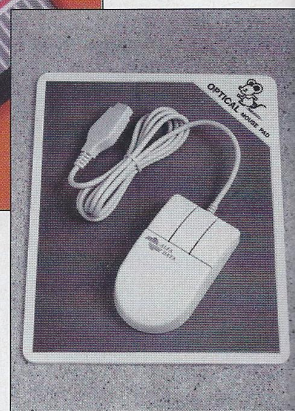
The pen mouse, in the form of the Tabby, is indeed ideal for tracing images. If the diagrams are relatively simple, have you considered an art package that allows

you to export in IMG format, or even a scanner? Either should be sufficient on their own if you want to create images for inclusion in an ST-Guide hypertext file, which actually seems the best way of achieving your aims.

Regarding compatibility, problems with the Tabby are that it plugs into the serial port and uses its own mouse driver, which isn't entirely happy with all software and ties up your modem port. A standard optical mouse, such as the Alfa Data, doesn't have these problems, although its need for a special mat means your tracing line-art idea comes unstuck.

I've tried an optical mouse with Degas Elite, Neochrome v2.10 and Canvas as well as Hyperpaint, EasyDraw and Arabesque with no problems – in fact, the extra smoothness is a decided advantage over the roller-type mouse.

The hardware set-ups you describe should be entirely suitable, whichever choice you make. *Harry Sideras*



Send Us Your Questions

Can't find anyone to answer that nagging question? Then drop us a line. Our team of experts are on hand to investigate and solve almost anything you can throw at them. Just send your letters to:

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Specialist Magazines Ltd,
Unit 3 Green Farm,
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Huntingdon,
Cambridge PE17 2PF

or email them to:
ogal@cix.compulink.co.uk

While every effort will be made to answer your question within the pages of either Atari World or Atari Pro, please note that individual correspondence cannot be entered into.

Fancy Earning A Tenner?

All you have to do is send us a useful tip for your favourite program – what could be easier!

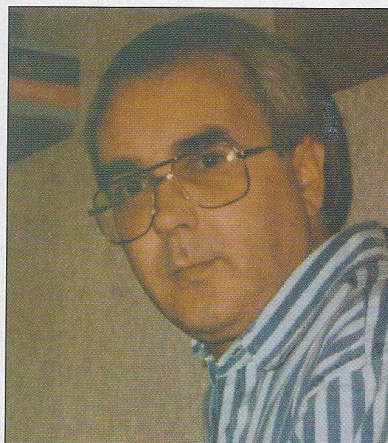
Send us your hint on a disk, saved as a text file (preferably), along with a screenshot for illustration, or possibly a drawing if it's a "you can build this" style tip. We'll pay £10 for every reader hint that we publish.

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TalkBack

Each month, Vic Lennard puts an industry figure on the hot spot with four searching questions. This month it's the turn of Mike Goodman, proprietor of Goodman's PD library, to sit in the hot seat...



Mike Goodman, Goodman's PD.

What do you think of the current UK market?

"If you listen to some people, the Atari market is dead and gone. But while the growth in the user base has diminished, the sales of second-hand machines along with owners who are unwilling or unable to invest in new equipment is leading to people using their STs more productively. I remain very optimistic that the next couple of years will remain fairly stable for our company.

"In fact since Christmas, the number of new customers has taken us a little by surprise and we have had to book another print run for our shareware guide. Supplies of this should have lasted through until next Summer."

How has PD and shareware changed over the past two years? How have you adapted to these changes?

"The quality of programs has improved quite dramatically, particularly over the past 12 months. The platform now seems to be taken far more seriously; I always believed that this was possible, and hope that I have had some influence on how users now view PD and shareware.

"Back in 1991, we were the first Atari-specific shareware service in the world to meet the standards of the American-based A.S.P. (Association of Shareware Professionals) and have always been selective in the programs we include in our catalogue. We try to present our customers with the best of each type of program, and I personally check every one of them.

Most of what I receive passes with flying colours – in years gone by, less than half of what I saw was of sufficient quality.

"Another noticeable change is that customers are far more demanding and expect a professional approach – quite rightly! The illusion that all you need to do is offer a large collection of disks no longer holds weight. Queries need to be answered, new programs have to be sourced, and existing ones frequently updated. These tasks alone can occupy many hours every week, hence the demise of many part-time libraries."

What has been your initial response to Atari World?

"We started receiving telephone calls the day after it hit the news-stands.

"Although limited for the first week, there has been an increasing mail and telephone response ever since.

"Considering it was the first issue, the interest has greatly exceeded my expectations."

What future plans do you have?

"Although we have other computer-related interests, as far as support for the Atari line goes we intend to continue as present. The catalogue print run is indicative of this.

"At the recent All Micro Show we attended, there were stands for the old Atari 8-bit machines, Sinclairs, and even one for the Einstein User Group! The millions of Atari computers sold throughout Europe will not disappear over night – and neither will we!"

ATARI World

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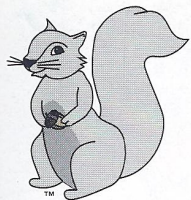
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NUTS TO YOU ALL!

As you will see from this page, we are still nuts about the Atari range of computers and are continuing to support the platform. We have released over 50 titles for the Atari over the last 9 years (most of them are to be found on this page, somewhere) and now we announce **Squirrel Storage Systems** - SCSI peripherals at realistic prices. We think that it's about time that Atarifolk were able to buy quality SCSI devices at competitive prices, so we have put together some very special deals based on high quality components, all with 2 year warranty. (Atari ST/STe owners will need a SCSI interface). Whether you're buying SCSI for the first time, extending your SCSI chain or fitting more units in a tower case, why not take advantage of the generosity of our storage-hungry squirrel and grab his nuts while you can!

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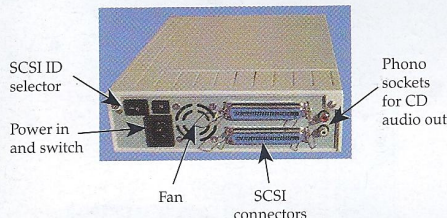
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Please note that, unless you already have one, you will need a SCSI interface for your Atari ST/STe in order to attach our Squirrel SCSI devices. We recommend the ICD Link 2 which we can supply at **£69.95** inclusive.

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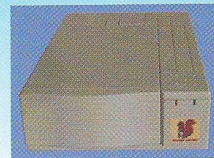
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Music/Video

Two years ago we acquired all the Microdeal titles and, since then, we have improved and developed these products, enhancing for the Falcon and re-working the documentation. These are all quality hardware products at superb prices.

Clarity Falcon* - 16 bit stereo sampler	£79.95
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** Falcon enhanced title. Some programs need extra memory and a hard disk to function; please check first if you are in doubt. All offers subject to availability and strictly only valid to readers of this magazine and until 30 May 1995. E&OE. © HiSoft 1995.*

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papyrus GOLD

the power of words

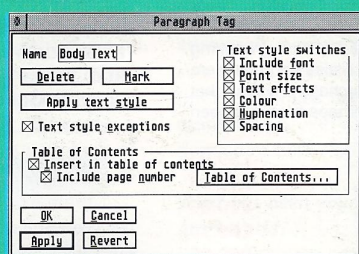


Papyrus Gold is the powerful, easy-to-use and highly-acclaimed word processor for all ST/STe/TT and Falcon030 computers (2Mb up).

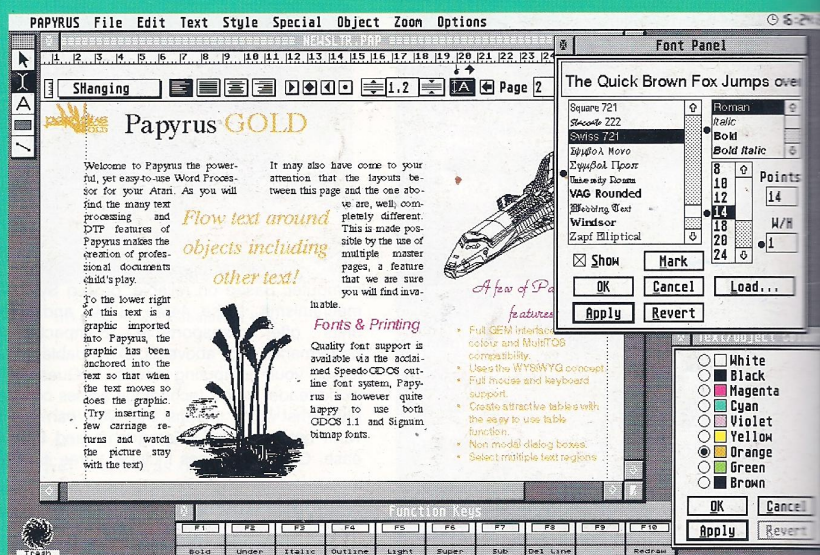
With its extensive range of both text processing and DTP features, Papyrus Gold lets you create all kinds of professional-looking documents, from simple flyers through colourful brochures to complete manuals or novels. Sporting a user interface that is a joy to use, Papyrus Gold is the application that actually achieves the full potential of your favourite Atari computer.

- ★ Full text editing at every level of zoom, undo, drag-and-drop, intelligent cut/copy/paste with support for the external clipboard.
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- ★ Powerful search and replace functions with wildcard characters, discontinuous block operations (marked blocks do not have to be connected), full support for SpeedoGDOS and NVDI 3 including TrueType fonts.

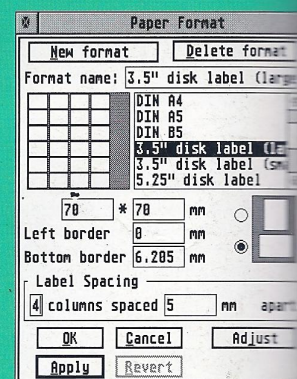
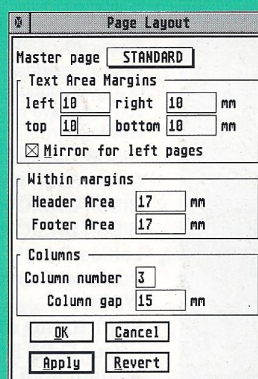
- ★ The font selector (see top right of large screen shot) shows all available fonts (both outline and bitmap types) together with their attributes (bold, italic etc.) and allows you to choose any point size; the dialog is non-modal so you can try out your new font without closing the font selector. You can even load new fonts and mark fonts for use with search & replace.



- ★ Paragraph styles (dialog above) allow you to create and name various styles such as *Body text*, *Heading 1*, *Heading 2*, *Indent*, *Footnote* etc. This means that you can change the look of your document instantly and maintain complete control over the design process.



Papyrus Gold in action showing the Font dialog, multiple columns, graphics etc.



Two dialogs that show the extensive print control available from Papyrus Gold

- ★ As you can see from the two dialogs (above right) you also have total flexibility when it comes to printing, being able to adjust the paper format (labels are a snap), choose portrait/landscape, configure the printer drivers and achieve true WYSIWYG printing.
- ★ Power features include tables, micro-spacing, multiple columns, automatic text flow around objects, free-sizing of objects (text and graphics) including rotation, master pages, text object chains, import/export of RTF and ASCII formats, object anchors to keep objects together, footnotes and more.
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Papyrus Gold is the perfect companion for the Twist 2 database, with full support for mailmerge and extensive import facilities